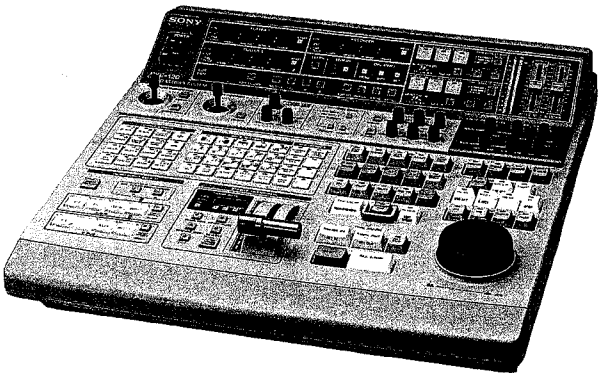
SONY

Video Editing System

Model:

FXE-120
FXE-120P

Handbook



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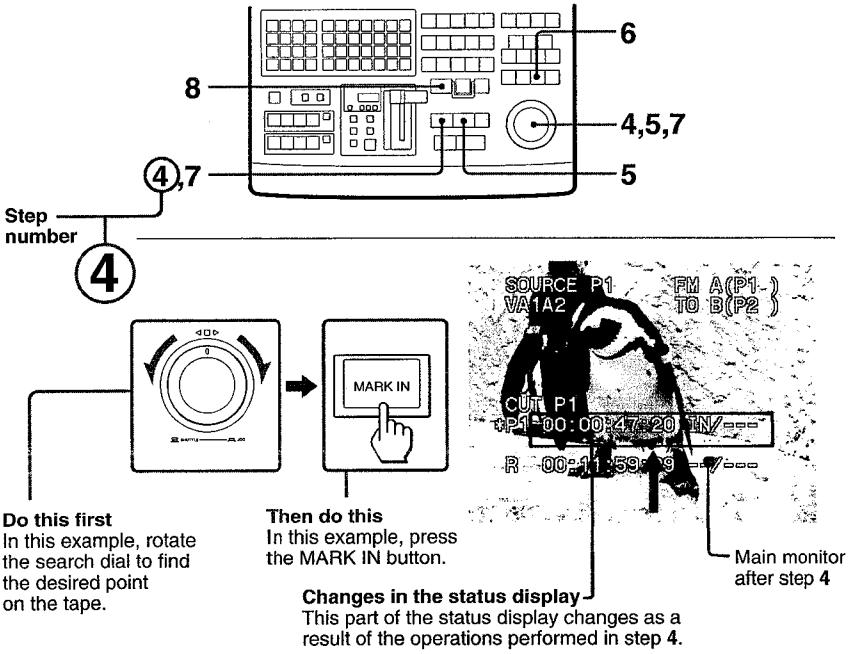
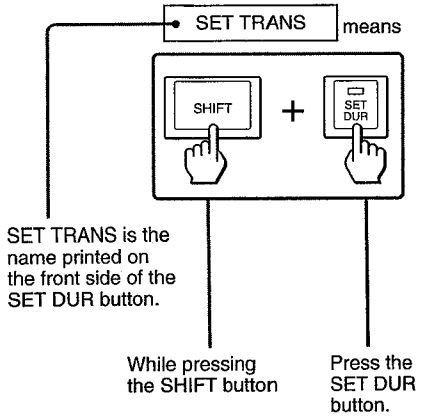
About This Handbook

This handbook uses illustrations like the ones shown below to explain operating procedures.

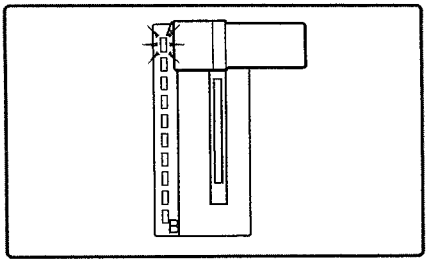


Button names
This example uses the SET TRANS button.


SET TRANS
means
SHIFT
+
SET DUR
SET TRANS is the name printed on the front side of the SET DUR button.
While pressing the SHIFT button
Press the SET DUR button.

Fader lever position

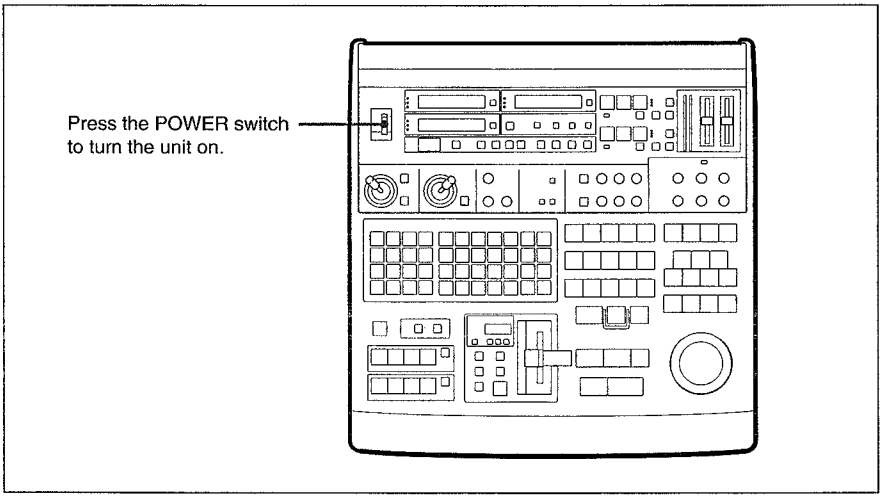
The explanations in this handbook assume that, before step **1** in an operating procedure, the fader lever is pushed all the way up to side A, with only the topmost transition indicator on side A lit.



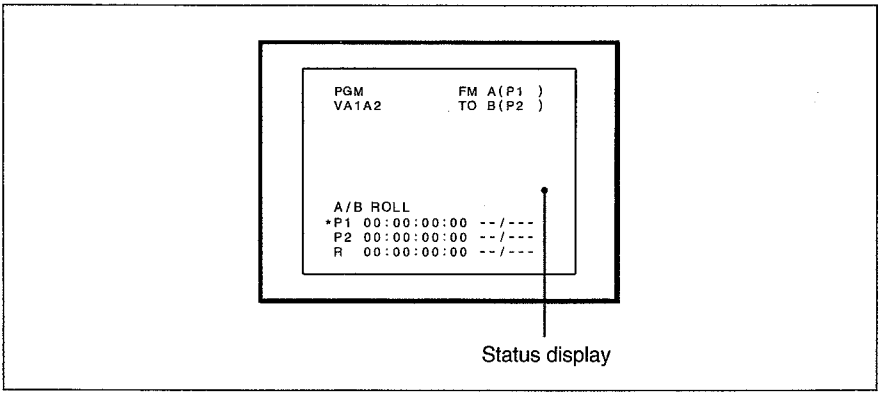
Preparations

Turning the Unit On

Press the POWER switch to turn the unit on.



When you turn the unit on, the following screen appears on the main monitor (the monitor which you connect to the MONITOR OUTPUT connectors on the connector panel). This screen is called the status display. It tells you various things about the status of the system.



For more information about interpreting the status display, refer to "About the Status Display" in Chapter 3 of the Operating Instructions.

About Edit Modes

The first step in an editing session is to select one of the following edit modes.

Insert mode: In insert mode editing, you can insert video and audio signals at specific points on the master tape, specified as either time code or CTL count locations.

Assemble mode: In assemble mode editing, you can add video and audio from a program materials tape to the end of an edit on the master tape. The recorder records time code and CTL signals automatically.

In most cases, you will want to select insert mode. Insert mode is selected by default when you turn the unit on, and the explanations in this handbook assume that you are editing in insert mode.

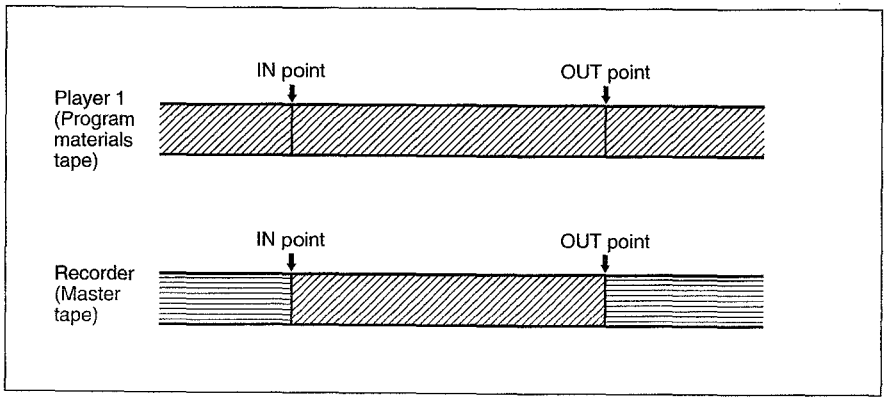
Preparing a New Master Tape

The videotape which you will be using to record the results of your edit is called the master tape. Before using a new master tape in insert mode editing, you should record black burst signals, time code signals and CTL signals along the entire length of the tape. You can then use the time code and CTL signals to specify locations anywhere on the tape.

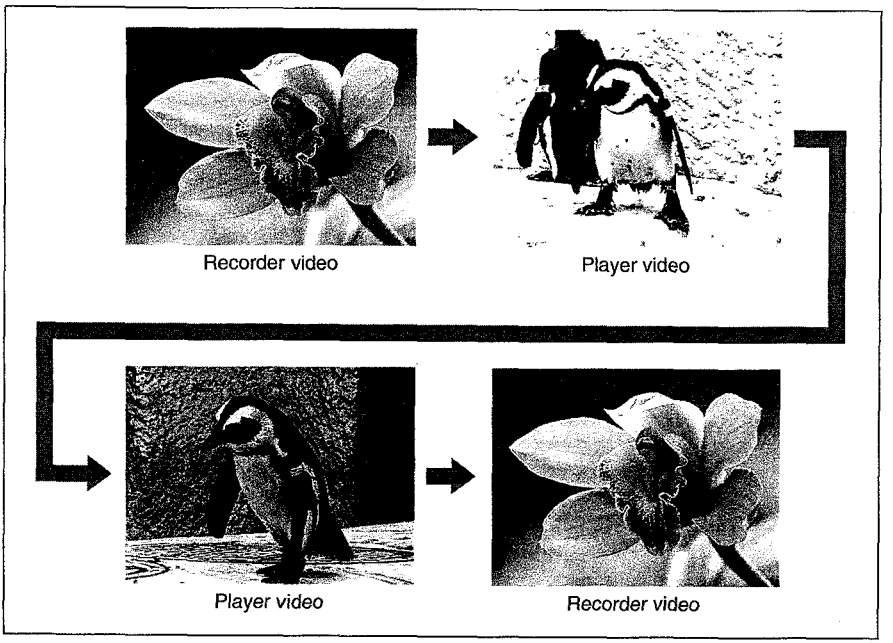
For more information about recording black burst signals, see "Recording Black Burst Signals on a Master Tape" in the Advanced Editing section (page 68).

Inserting Video From One Player Anywhere on the Master Tape—Cut Editing

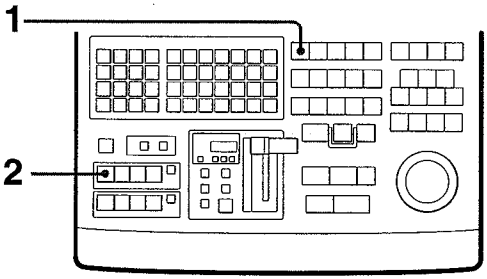
Cut editing allows you to insert signals from a program materials tape at the desired positions on a master tape. In this type of editing, the picture in the finished edit switches instantly at the edit IN point from the video already recorded on the master tape to the newly inserted video.



The finished edit looks like this.

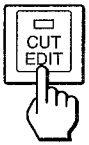


Procedure



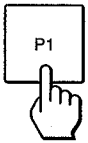
Select the edit type.

1



Select the source.

2 A-BUS:



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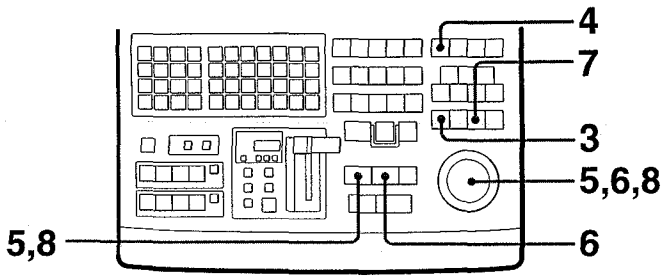
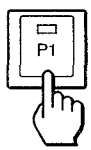
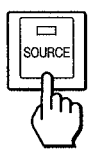
Inserting Video From One Player Anywhere on the Master Tape —Cut Editing

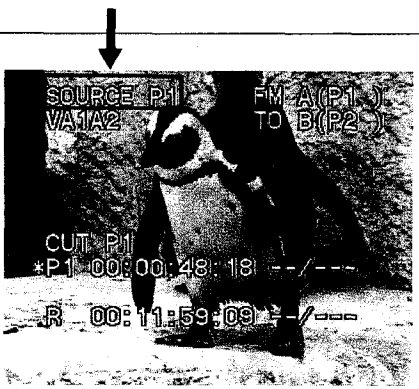


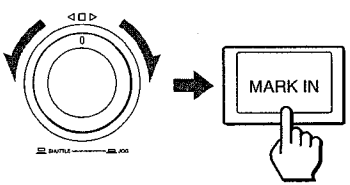
Set the edit points.

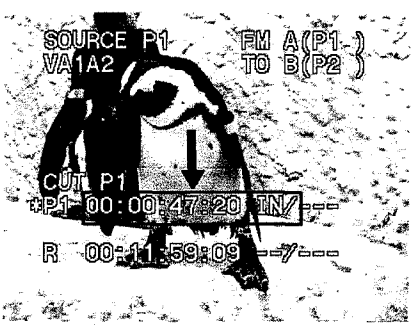
3 

Player edit points

4 



5 



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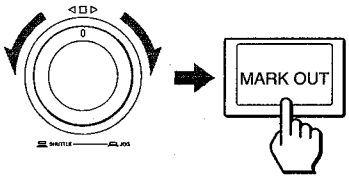
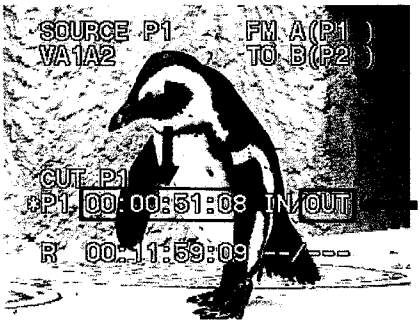
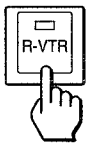


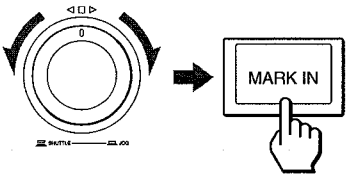


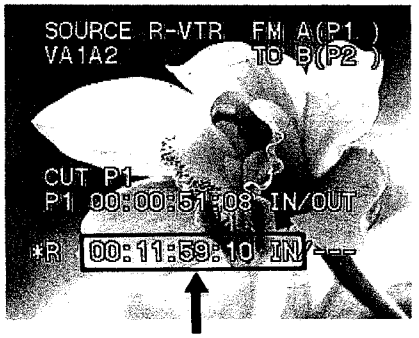
7



Recorder edit points

8





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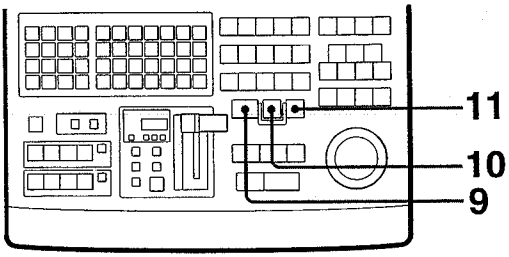
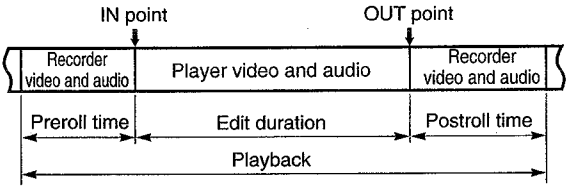


Preview the edit.

9

The materials and master tapes are played back.



Note

After a preview, you can change the edit points by setting them again or by adjusting them frame by frame.

For more information about frame-by-frame adjustments, see "Adjusting Edit Points" (page 78).

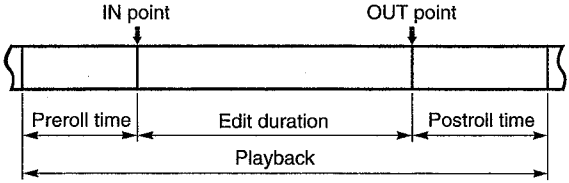
Execute the edit.

10

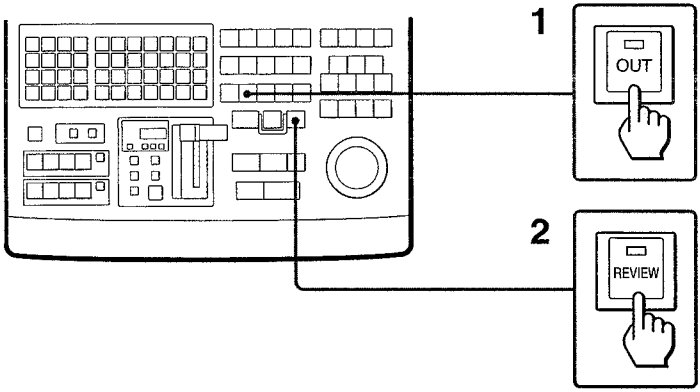
Review the edit.

11

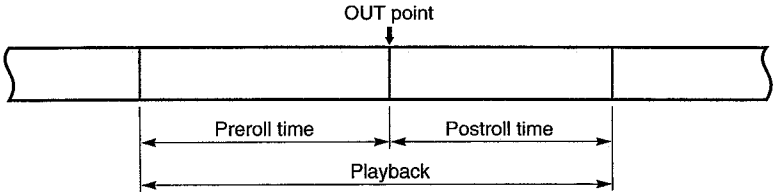
The master tape is played back.



To review around the OUT point only

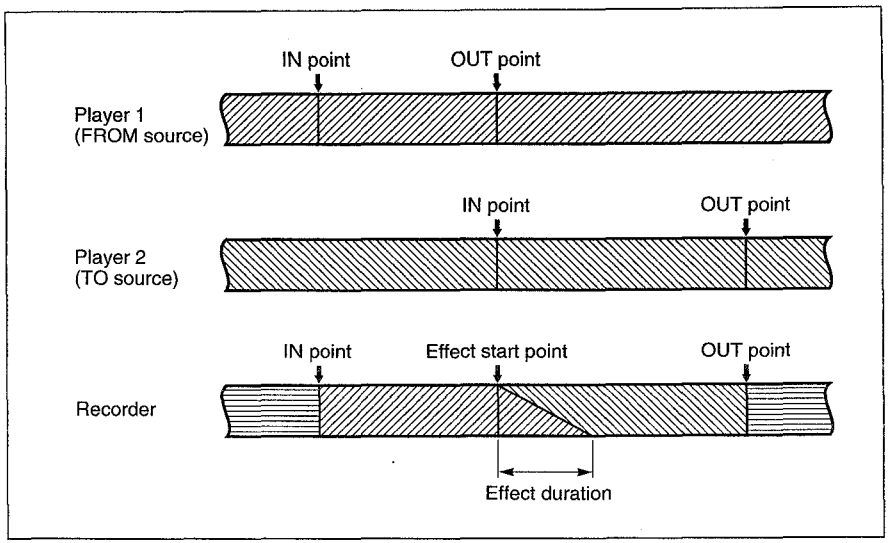


The master tape is played back around the OUT point.

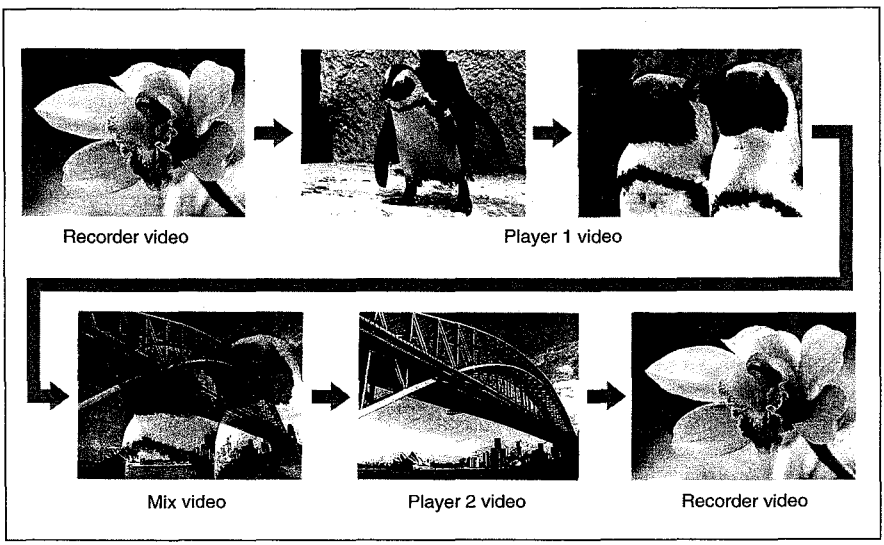


Switching Between Video From Two Players—A/B Roll Editing

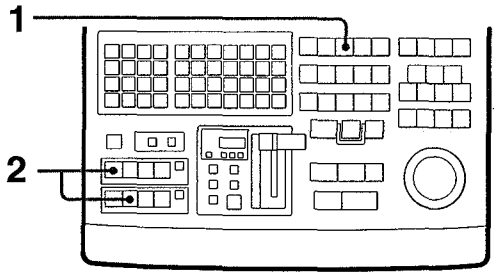
Let's try switching between the video of two players. For this edit we will use a normal mix during the transition.



The finished edit looks like this.

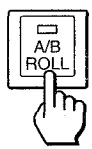


Procedure



Select the edit type.

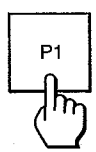
1



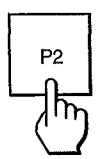
Select the sources.

2

A-BUS:



B-BUS:



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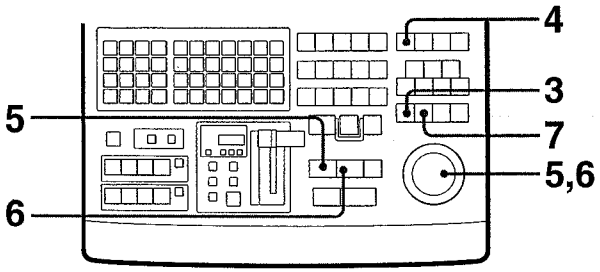
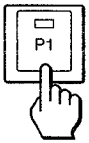
Switching Between Video From Two Players—A/B Roll Editing

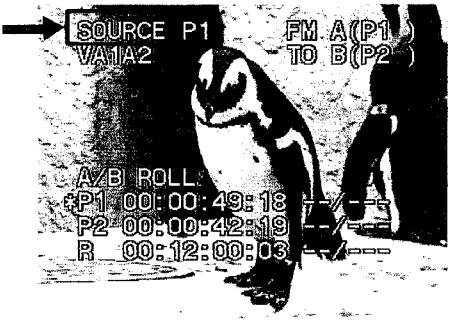


Set the edit points.

3



Player 1 edit points



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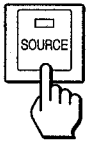

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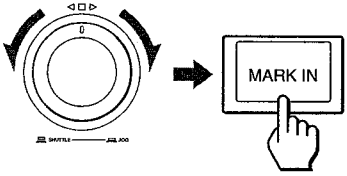

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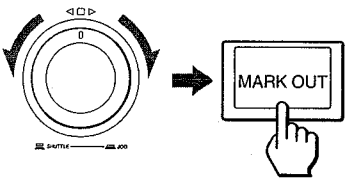
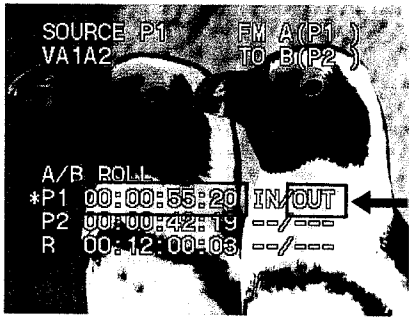
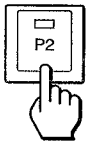
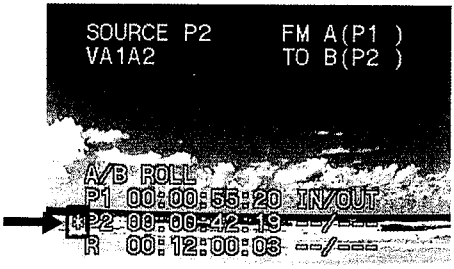




7



Player 2 edit points



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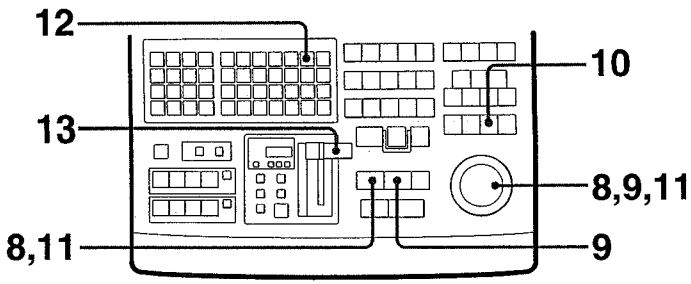
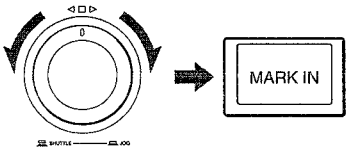
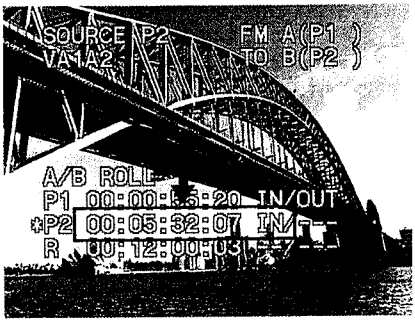
Switching Between Video From Two Players—A/B Roll Editing



8





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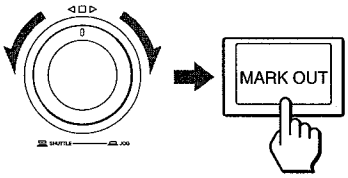
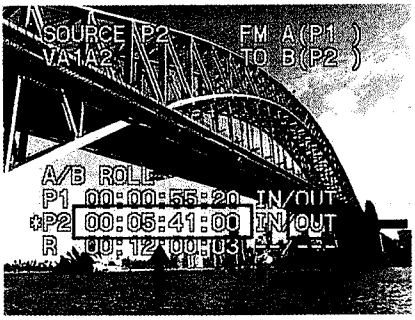
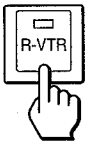
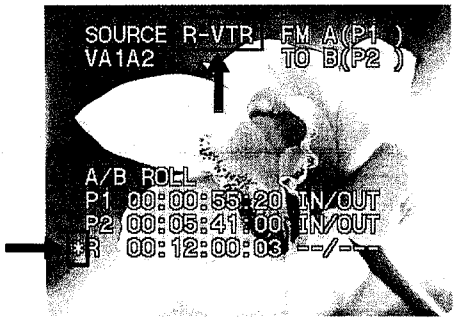




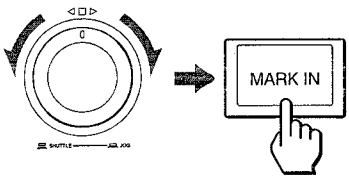
10

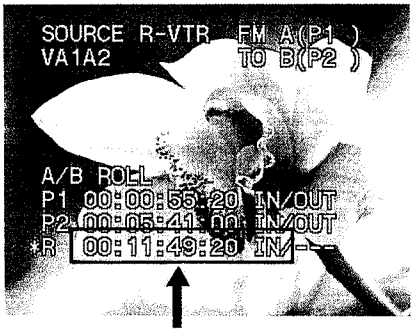


Recorder edit points



11



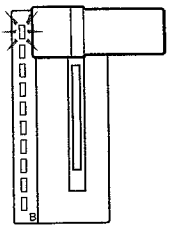


Select the effect.

12

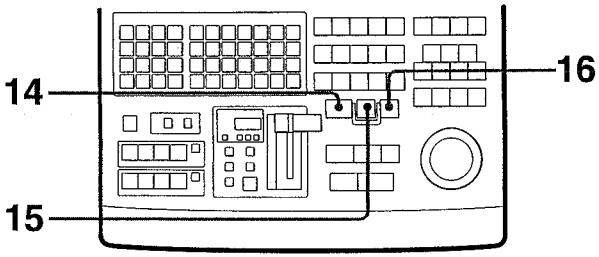
Check the FROM and TO sources.

13



Fader lever: Side A
Transition indicators: One lit on side A

(Continued)



Preview the edit.

14

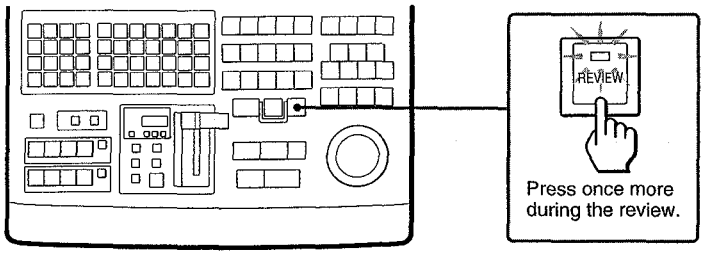
Execute the edit.

15

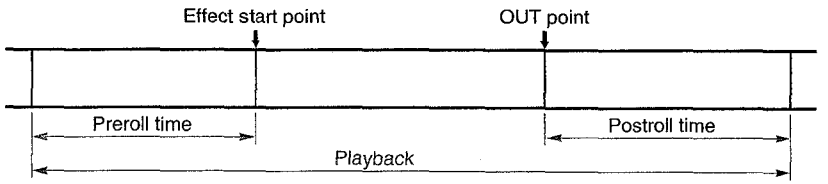
Review the edit.

16

If you want to review mainly around the effect...

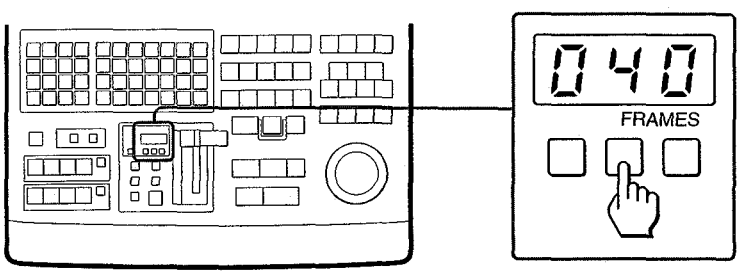


The master tape is played back around the effect.



To set the transition time

The transition time is the time it takes for video on one of the unit's two buses to replace video on the other bus. The default transition time is 30 frames for the FXE-120, and 25 frames for the FXE-120P.
To set a transition time other than 30 or 25 frames, use the TRANS RATE buttons.



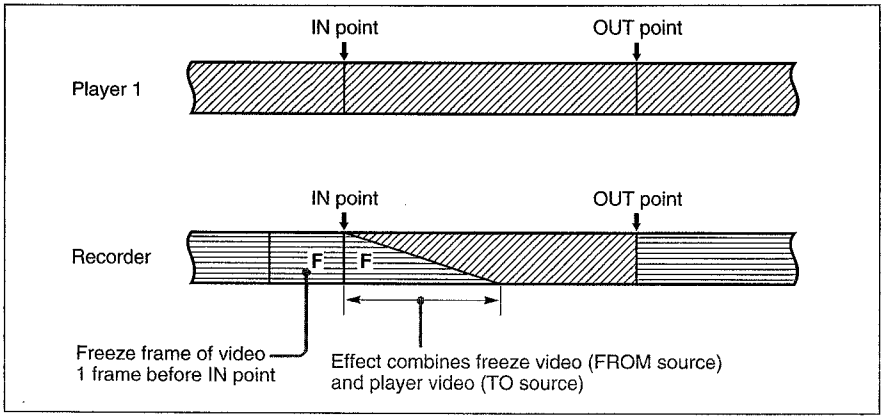
Note

You can also set the transition time with the numeric keypad.

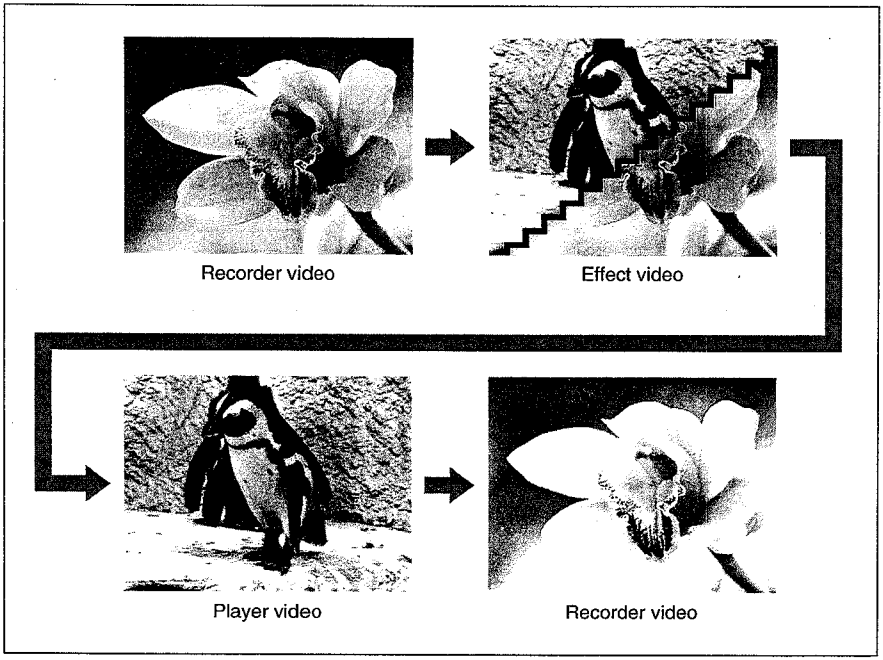
For details, see page 76.

Switching Between Recorder Freeze-Frame and Player Video—A-Roll Editing

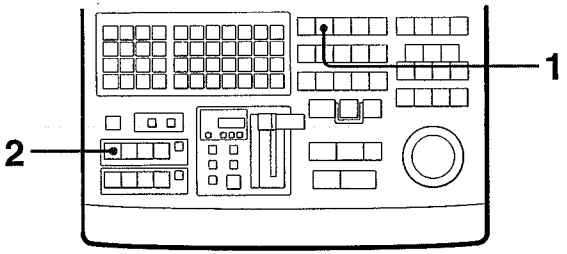
Even if you are editing with only one player, you can still use wipe and mix effects in your edit. Let's try using the wipe button.



The finished edit looks like this.

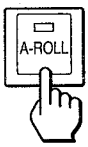


Procedure



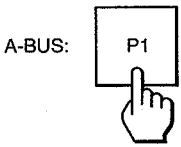
Select the edit type.

1



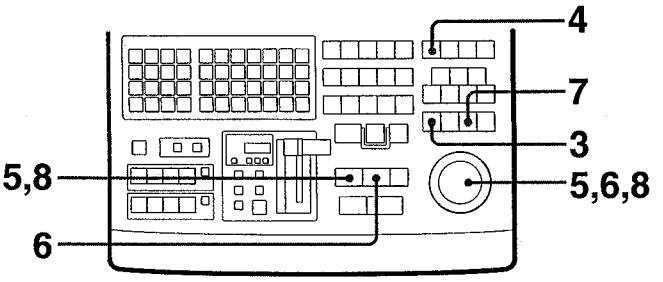
Select the source.

2



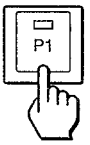
(Continued)

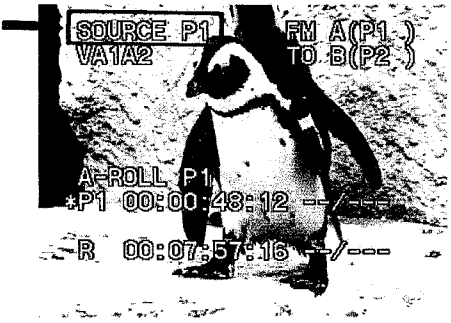
Switching Between Recorder Freeze-Frame and Player Video —A-Roll Editing



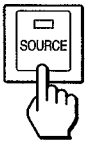
Set the edit points.

3 Player edit points

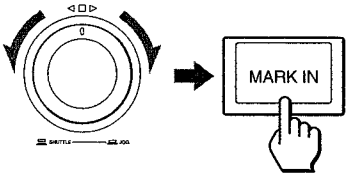




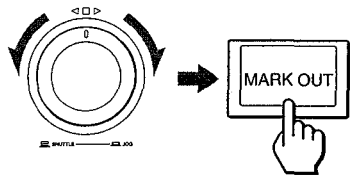
4

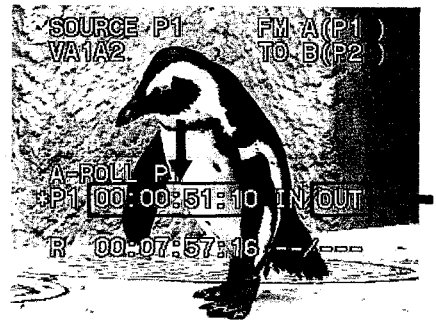


5

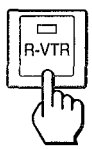


6

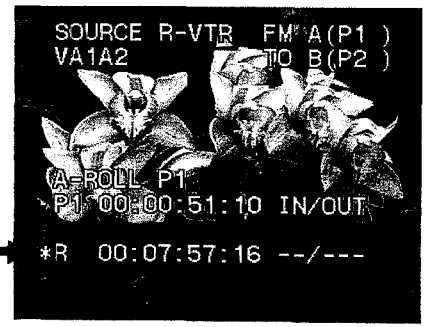




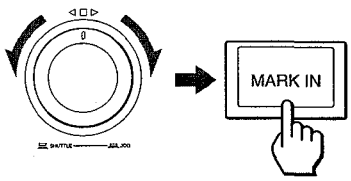
7

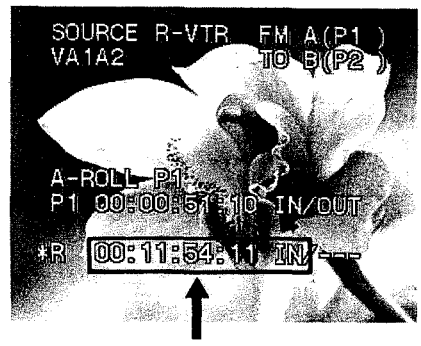


Recorder edit points



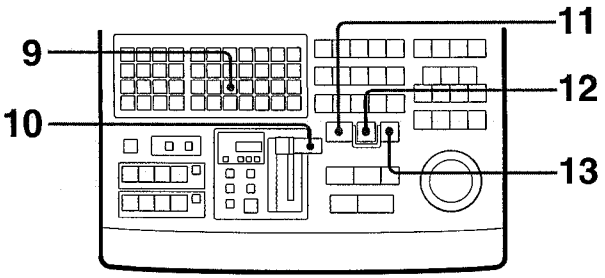
8





(Continued)

Switching Between Recorder Freeze-Frame and Player Video —A-Roll Editing

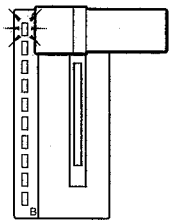


Select the effect.

9

Check the FROM and TO sources.

10



Fader lever: Side A
Transition indicators: One lit on side A

Preview the edit.

11

Execute the edit.

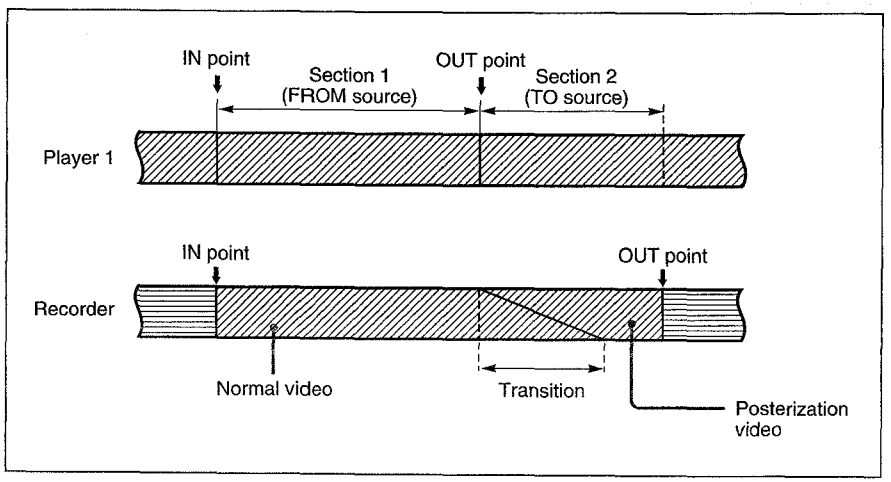
12

Review the edit.

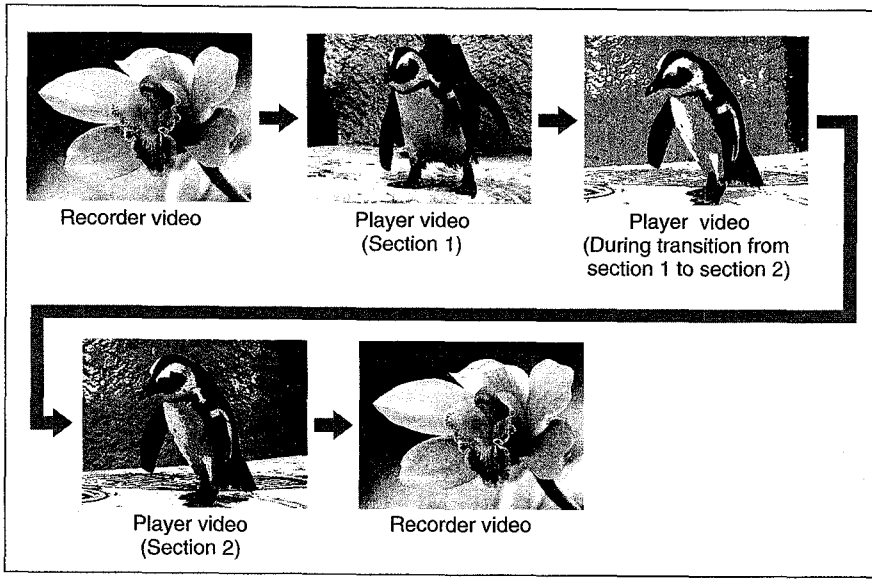
13

Applying Digital Effects While Switching Between Two Scenes With One Player—Self A-Roll Editing

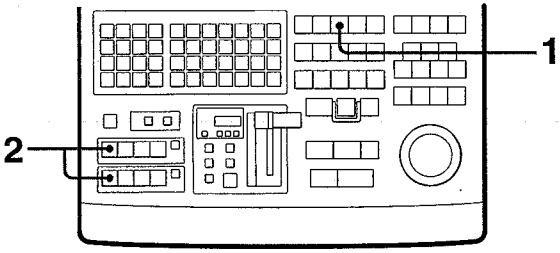
Even if you are editing with only one player, you can still apply digital effects to signals input to this unit (the input effect function). Let's look at the posterization effect, which simplifies the colors in the video.



The finished edit looks like this.

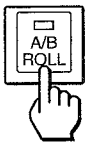


Procedure



Select the edit type.

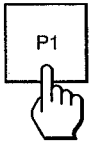
1



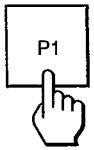
Select the sources.

2

A-BUS:

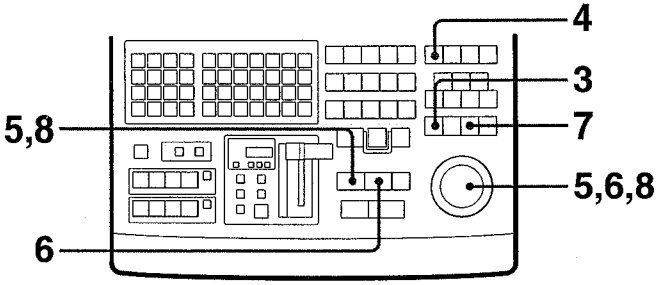


B-BUS:



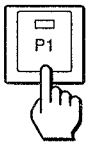
(Continued)

Applying Digital Effects While Switching Between Two Scenes With One Player—Self A-Roll Editing

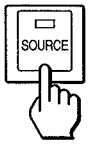


Set the edit points.

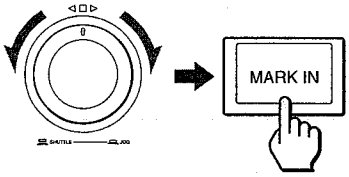
3 Player 1 edit points (section 1)



4



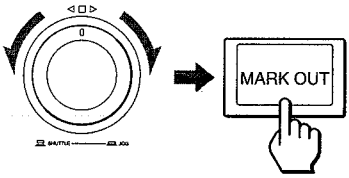
5

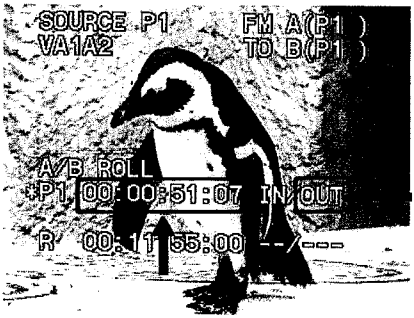


Note

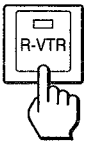
Always set edit points so that the recorder duration is longer than the player duration.

6



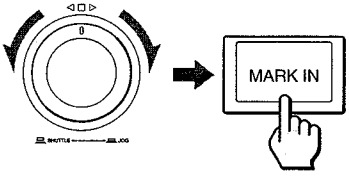


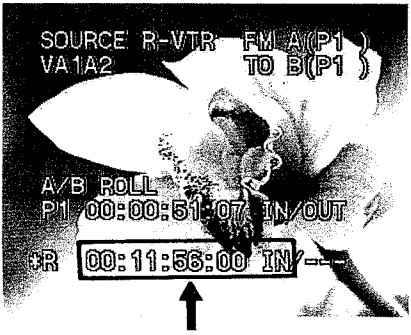
7



Recorder edit points

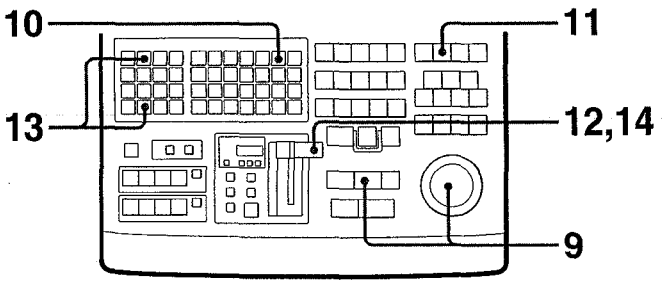
8



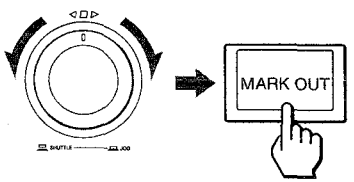


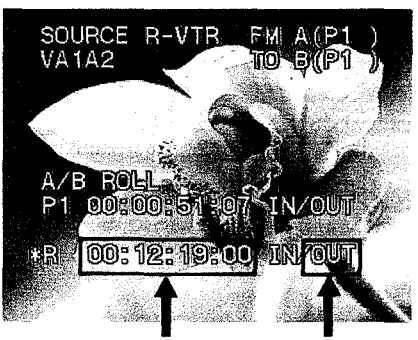
(Continued)

Applying Digital Effects While Switching Between Two Scenes With One Player—Self A-Roll Editing



9

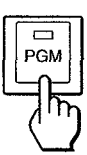




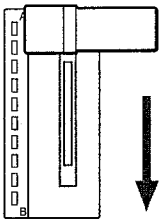
Select the effect.

10

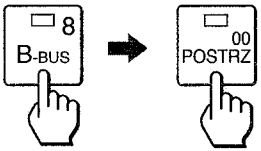
11

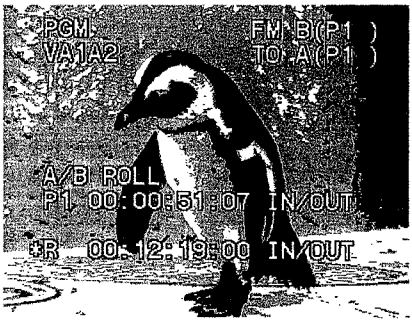


12

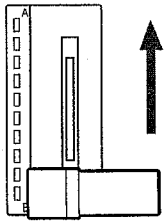


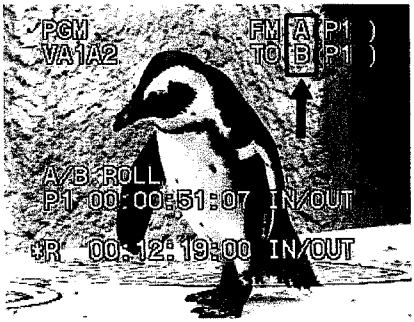
13





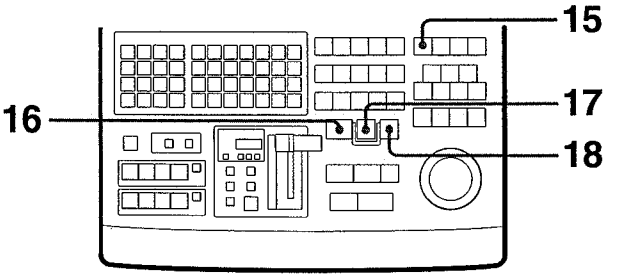
14





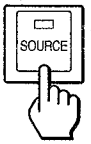
(Continued)

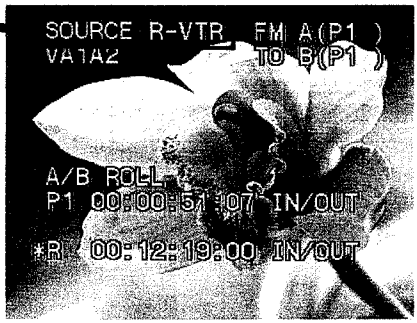
Applying Digital Effects While Switching Between Two Scenes With One Player—Self A-Roll Editing



Preview the edit.

15





16

Execute the edit.

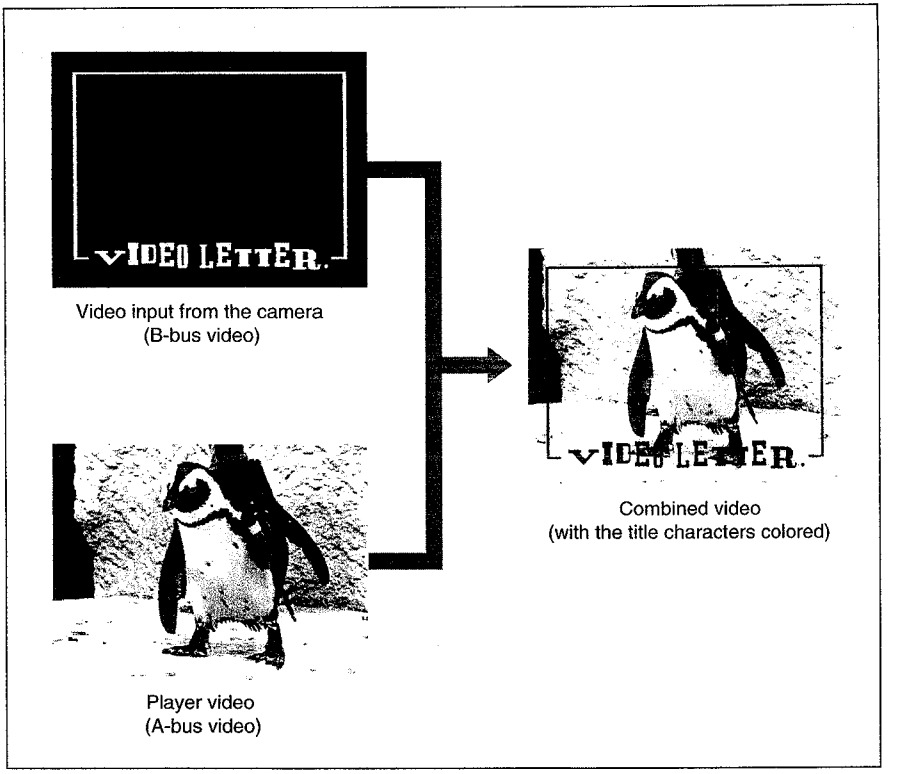
17

Review the edit.

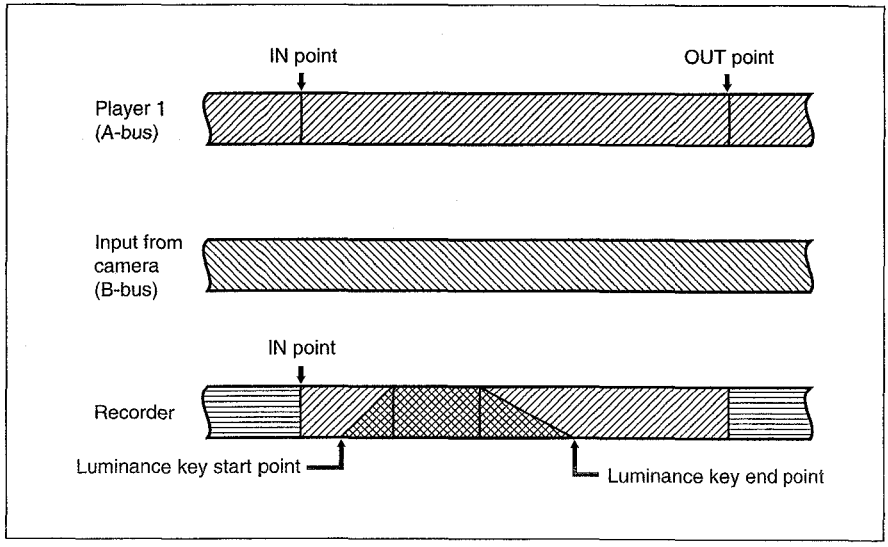
18

Inserting Titles With a Video Camera —Luminance Key

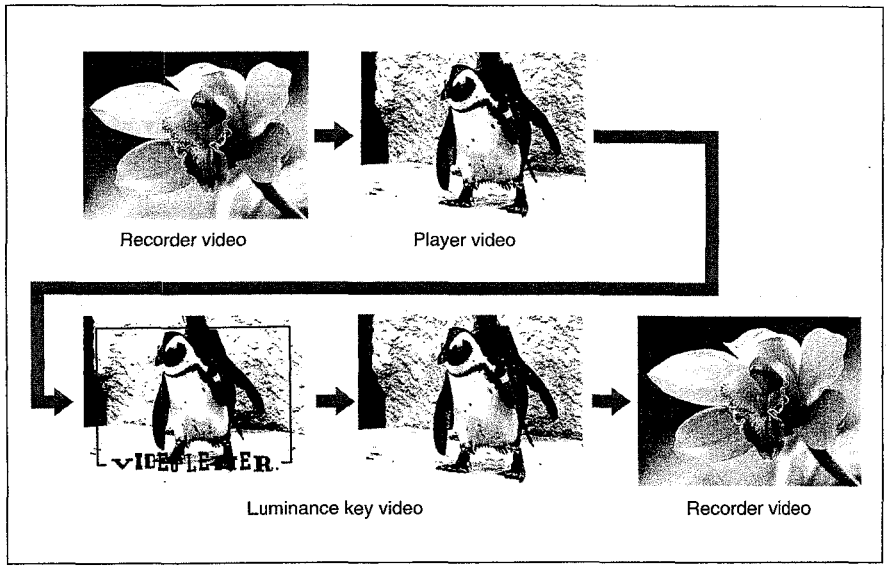
You can use a video camera and the luminance key effect to insert titles into player video.



Let's look at how you can fade a title into and out of the player video.



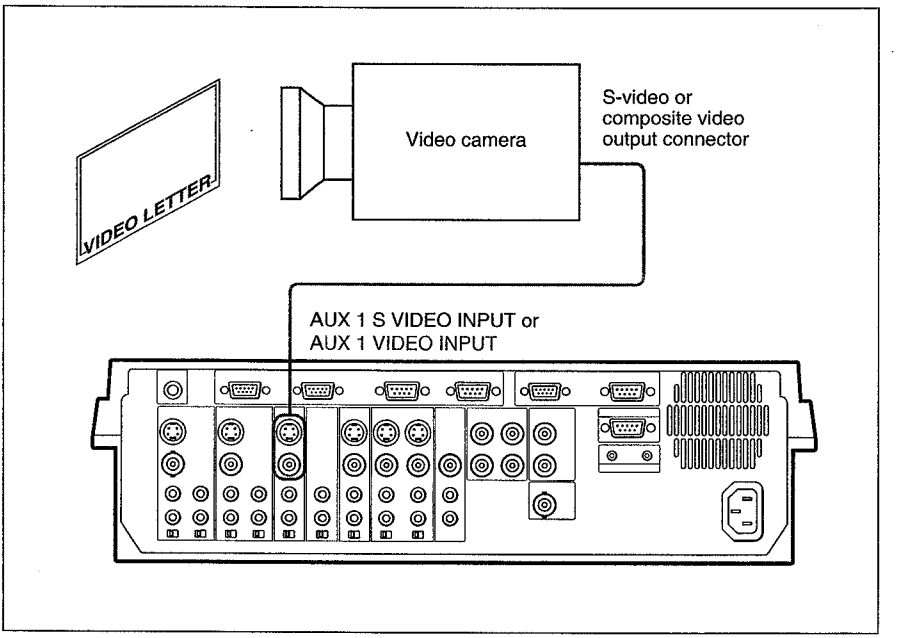
The finished edit looks like this.



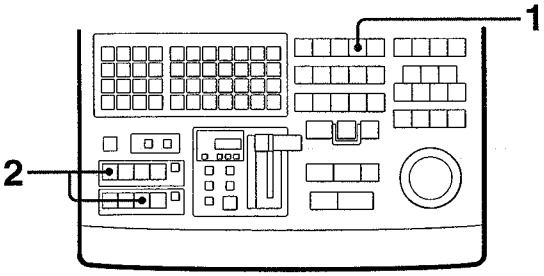
Inserting Titles With a Video Camera—Luminance Key

Preparations

Connect output signals from the camera to the AUX 1 S VIDEO INPUT connector or to the AUX 1 VIDEO INPUT connector, and start shooting.

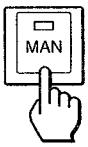


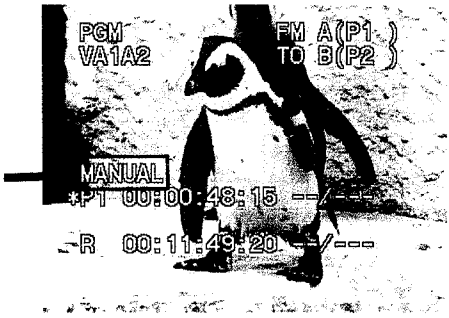
Procedure



Select the edit type.

1

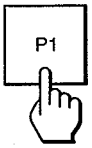




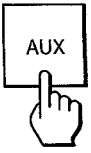
Select the sources.

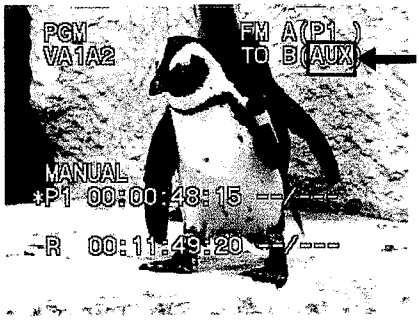
2

A-BUS:



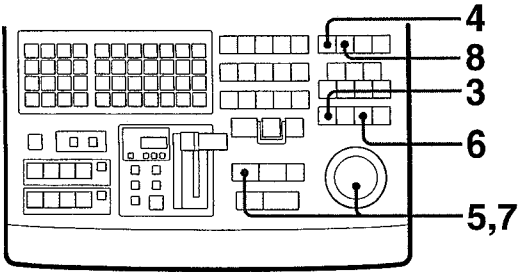
B-BUS:



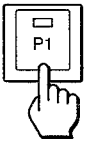


(Continued)

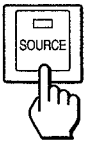
Inserting Titles With a Video Camera—Luminance Key

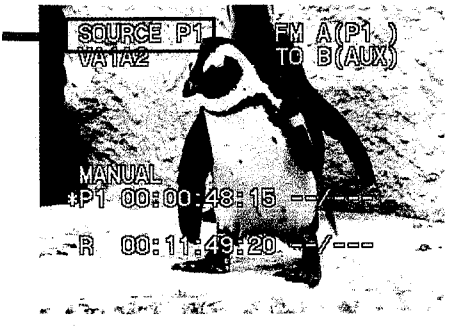


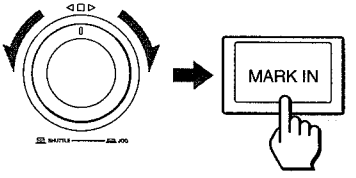
Set the edit points.

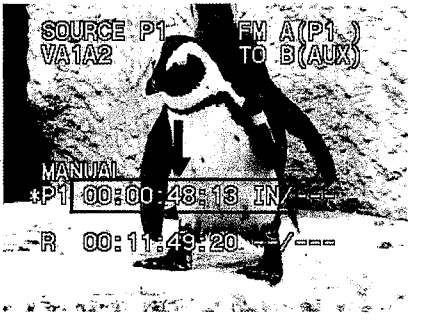
3 

Player 1 edit points

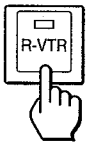
4 



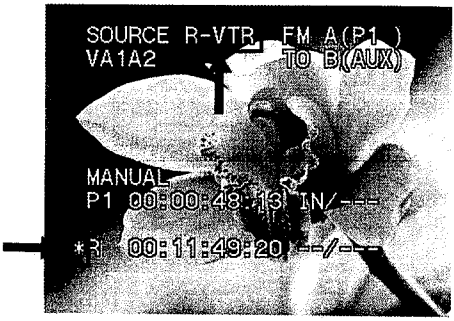
5 



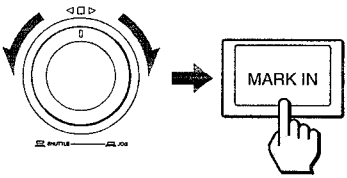
6

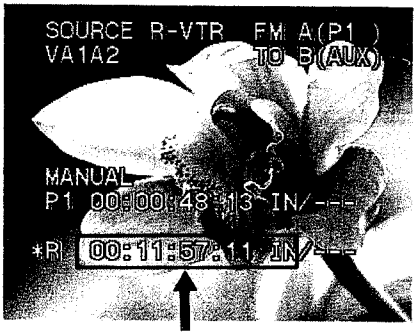


Recorder edit points



7

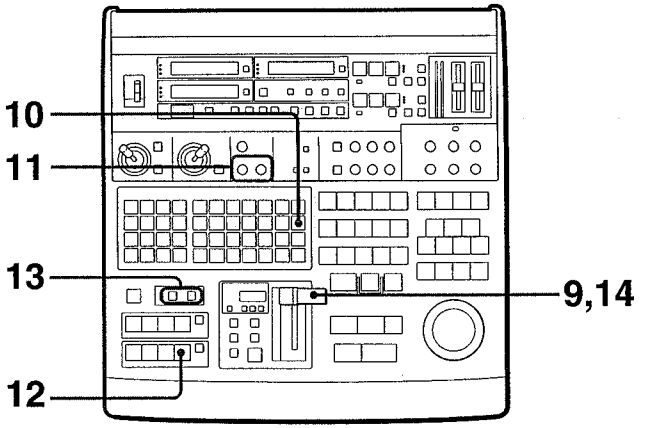




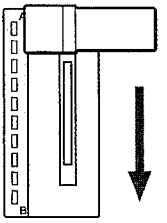
Select the effect.

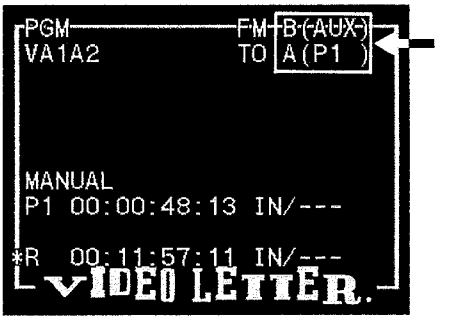
8

(Continued)


10
11
13
12
9,14

9

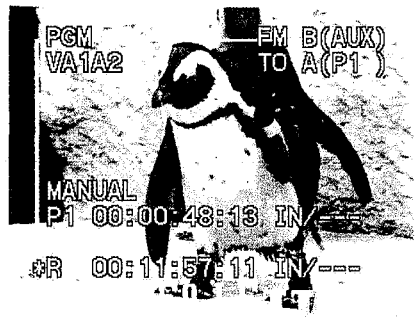



PGM
VA1A2
FM B (AUX)
TO A (P1)
MANUAL
P1 00:00:48:13 IN/---
*R 00:11:57:11 IN/---
VIDEO LETTER.

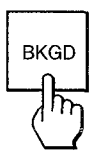
10

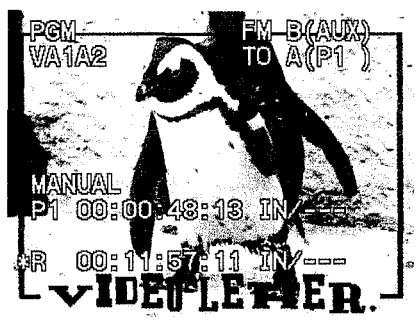
LUMINA
KEY

11

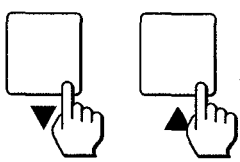


12 B-BUS:



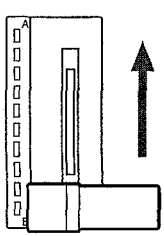


13



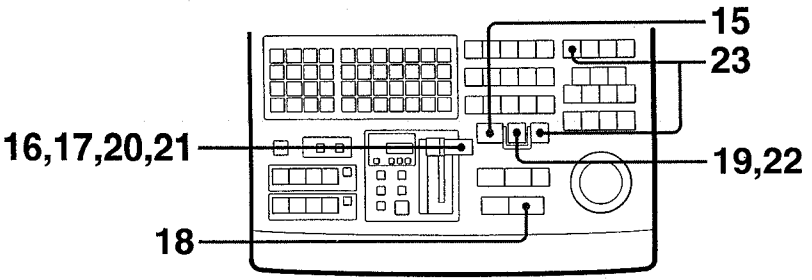
Preview the edit.

14



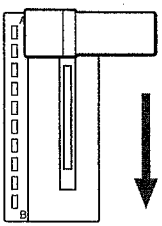
(Continued)

Inserting Titles With a Video Camera—Luminance Key



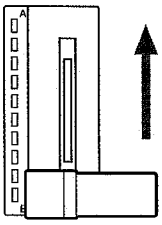
15

16



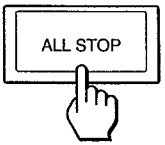
Move at the point where you want to insert the title.

17



Move at the point where you want to erase the title.

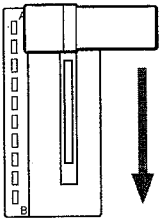
18



Execute the edit.

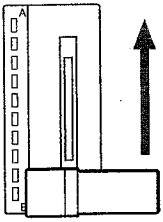
19

20



Move at the point where you want to insert the title.

21

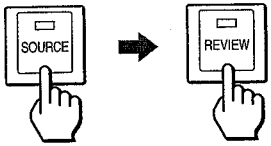


Move at the point where you want to erase the title.

22

Review the edit.

23



Using a titler

If you connect a titler to a system built around this unit, you can use the titler's superimpose function to insert titles into the video.

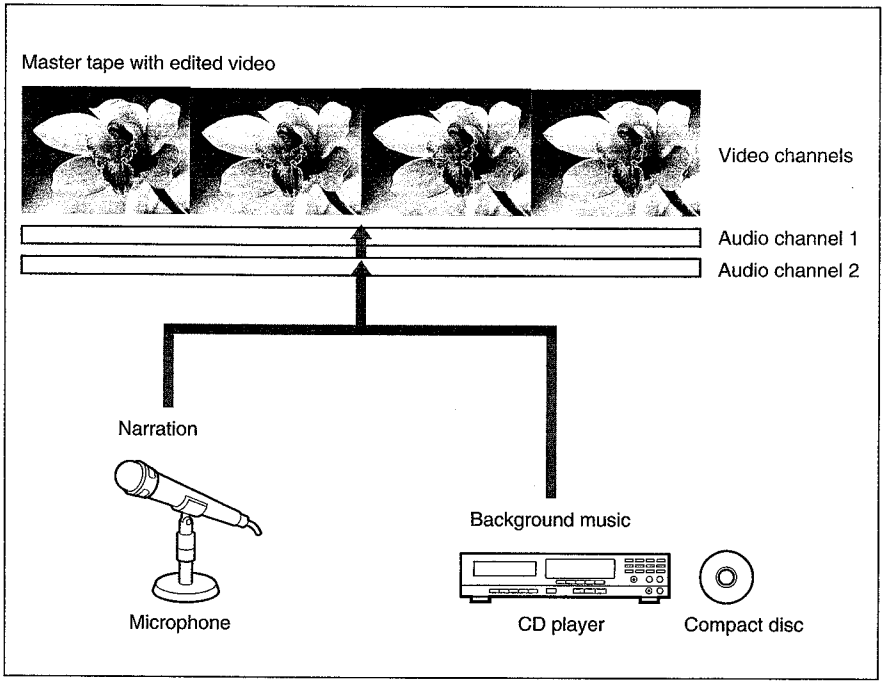
Inserting Narration and Background Music—Audio Insert

There are two ways to insert narration and background music into a master tape containing edited video.

Inserting from a tape: Record the narration and background music on a separate tape, select the audio channels, and then use insert mode editing to insert the audio on those channels into the master tape.

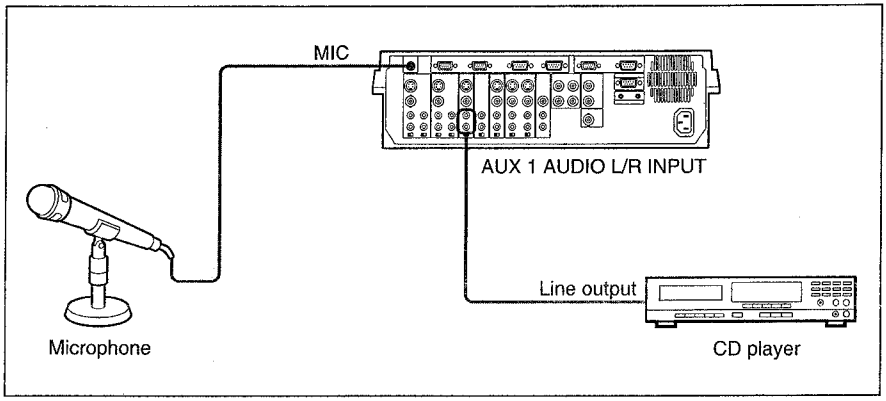
Inserting directly: Insert audio signals directly from a microphone or CD player into the audio tracks of the master tape.

Let's look at the second method, which allows you to insert audio signals directly.



Preparations

Connect the microphone to the MIC connector, and connect the line output connectors of the CD player to the AUX 1 AUDIO L/R INPUT connectors.

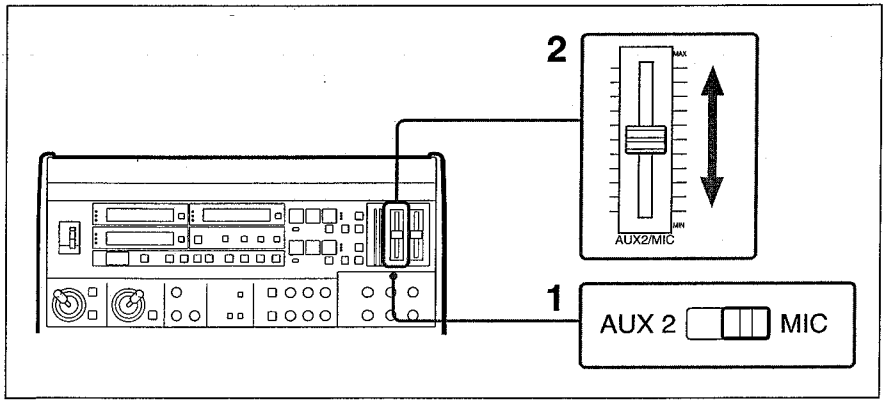


Prepare the microphone or CD player

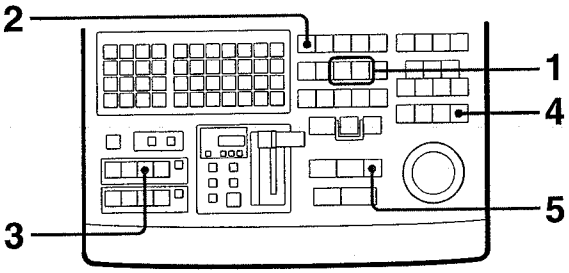
Microphone: Turn the microphone on.
CD player: Turn the CD player on, search for the position where you want to start recording, and put the CD player into pause mode.

Audio mixer preparations

Adjust the microphone input level.

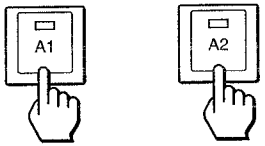


Procedure



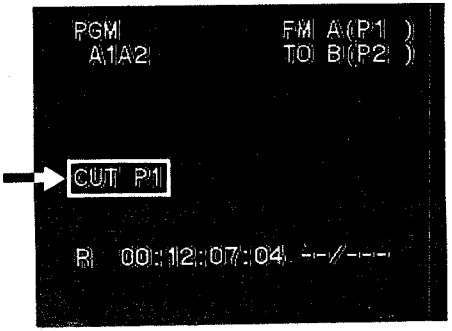
Select the edit mode.

1



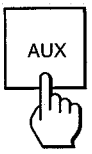
Select the edit type.

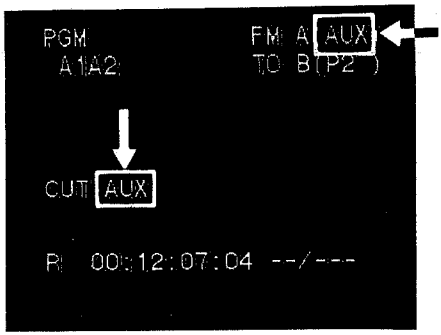
2



Select the source.

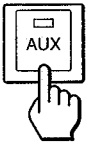
3

A-BUS: 

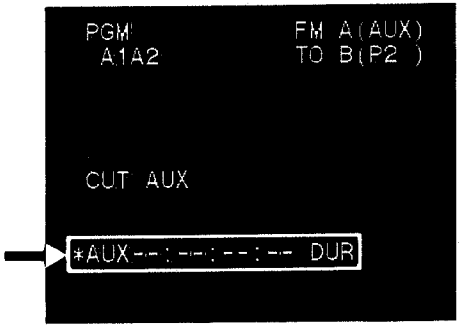


Set the edit points.

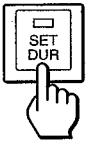
4

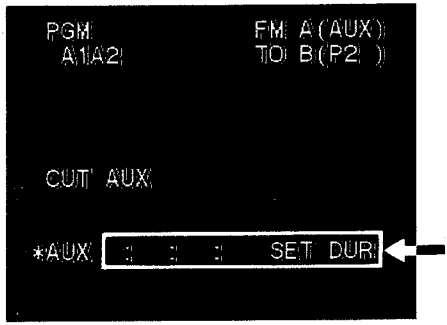


Duration for auxiliary source 1 (CD player)

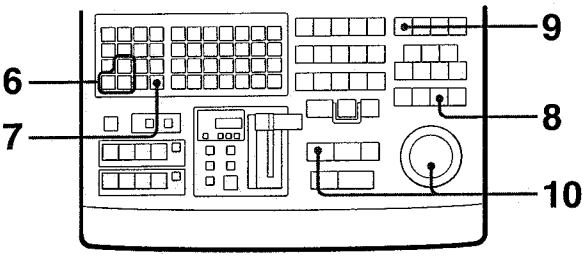


5





(Continued)


6
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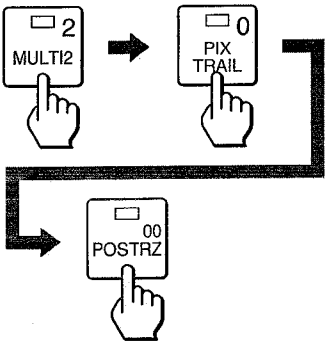
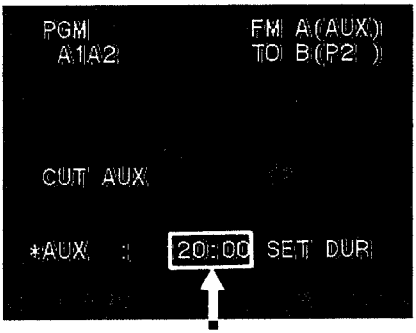
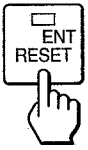
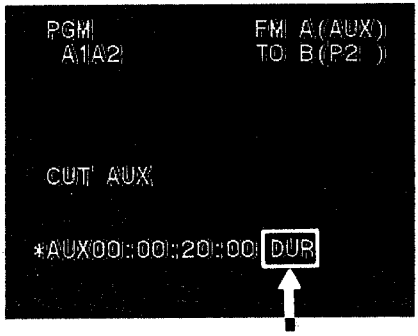
6


2
MULTI2
0
PIX
TRAIL
00
POSTRZ

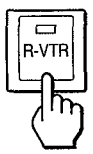

PGM
A1A2
FM A(AUX)
TO B(P2)
CUT AUX
*AUX
20:00
SET DUR

7

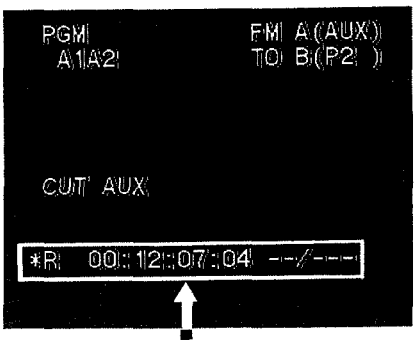

ENT
RESET


PGM
A1A2
FM A(AUX)
TO B(P2)
CUT AUX
*AUX00:00:20:00
DUR

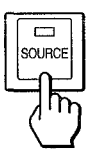
8

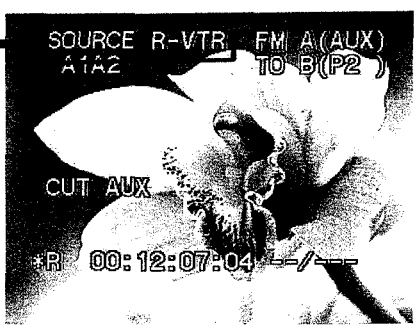


Recorder edit points

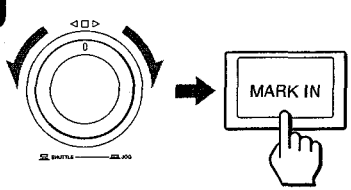


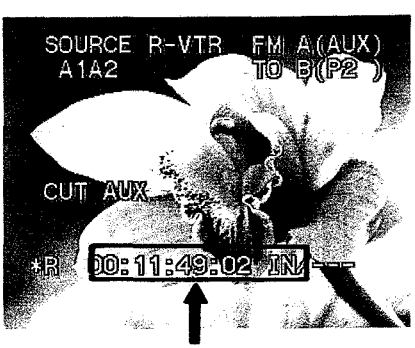
9



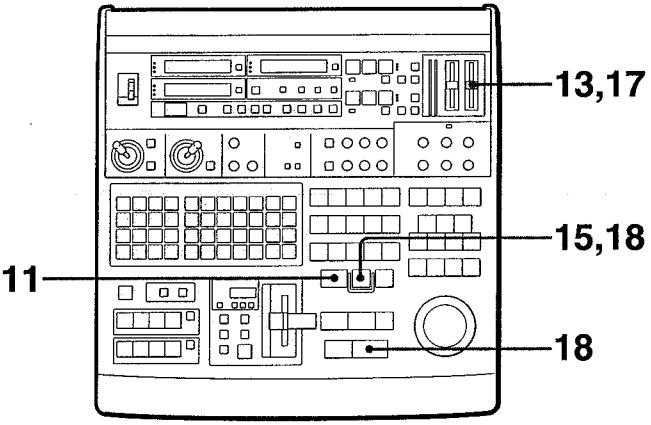


10





(Continued)



Preview the edit.

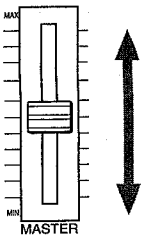
11

12

Begin playback.

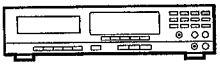
Start the narration.

13



Adjust the output volume with the MASTER fader while viewing the monitor.

Execute the edit.

14 

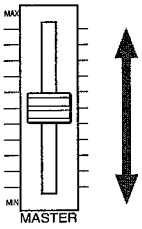
Put the CD player into pause mode at the desired track or position.

15

16

Begin playback.

Start the narration.

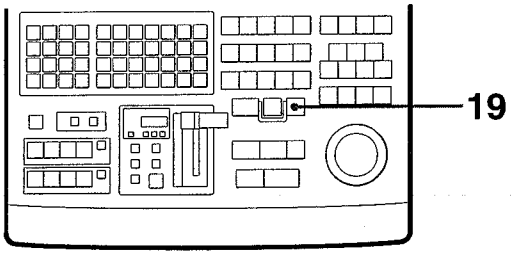
17 

Adjust the output volume with the MASTER fader while viewing the monitor.

18

or

(Continued)



Review the edit.

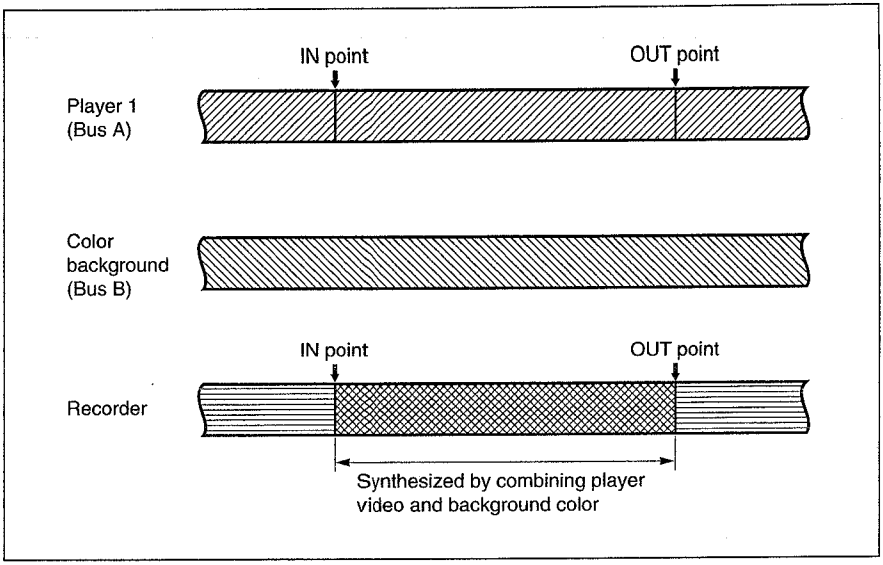
19

To change the audio balance of the microphone or CD player

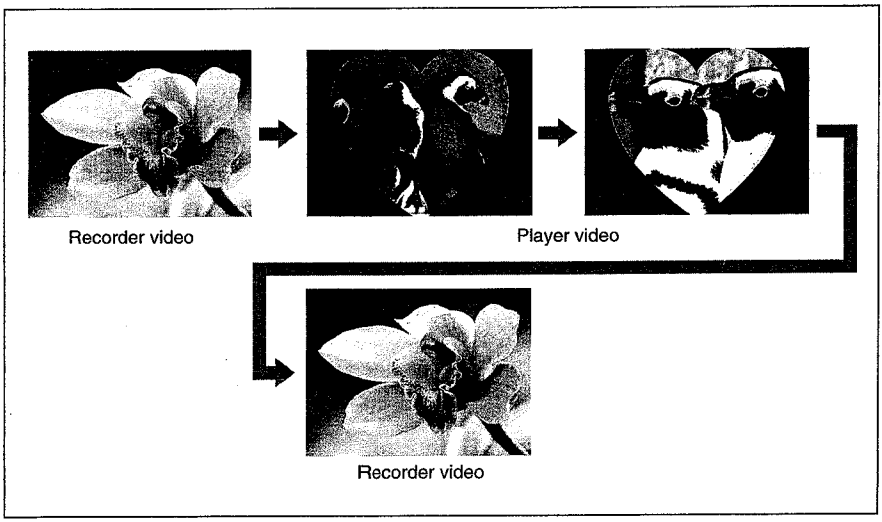
Adjust the audio balance of the microphone with the AUX 2/MIC fader.

Inserting Player Video Into a Color Background in Cut Editing

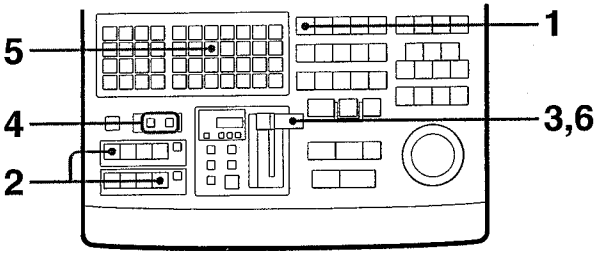
You can use the wipe effect in cut editing to insert player video into a color background. Let's look at an example using a heart-shaped wipe pattern.



The finished edit looks like this.

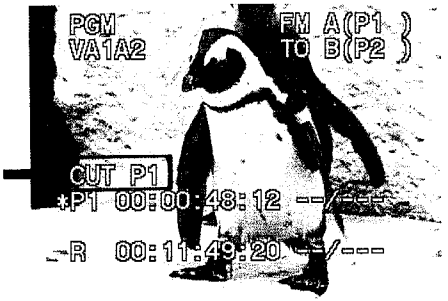


Procedure



Select the edit type.

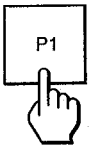
1



Select the sources.

2

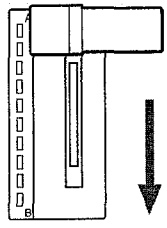
A-BUS:

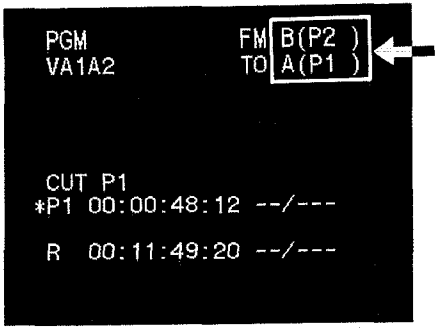


B-BUS:

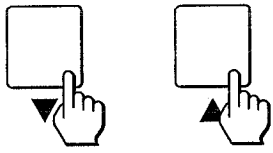
Select the effect.

3



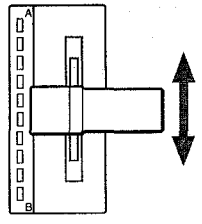


4

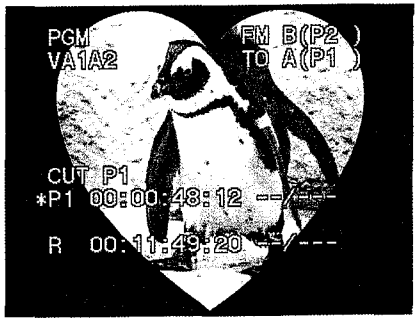


5

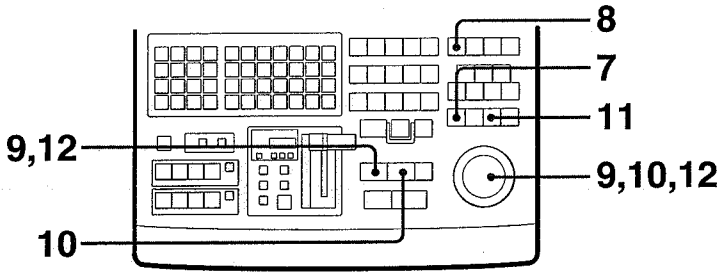
6



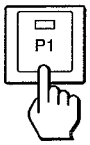
Adjust the size *of the heart.*



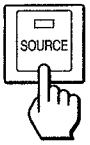
(Continued)

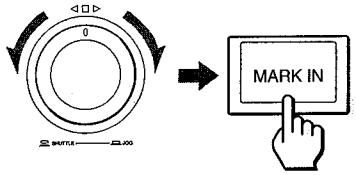


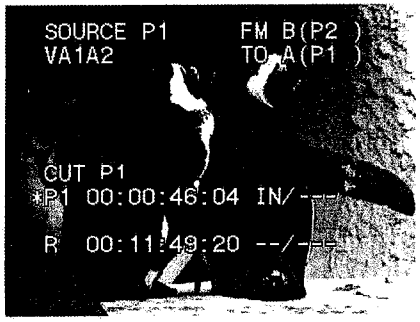
Set the edit points.

7 

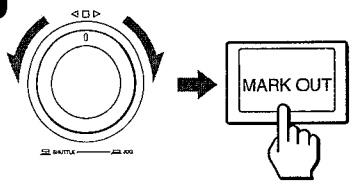
Player 1 edit points

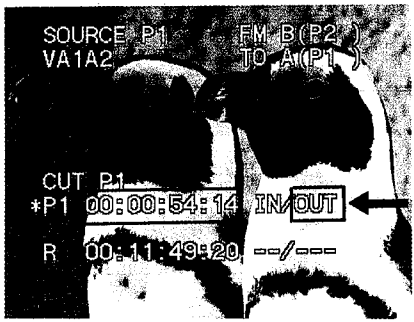
8 

9 

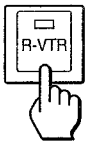


10

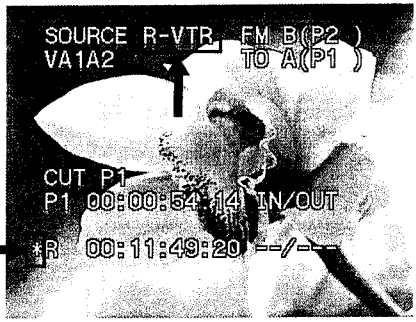




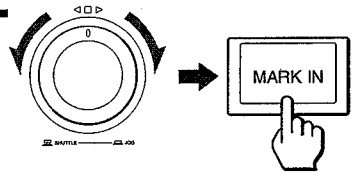
11

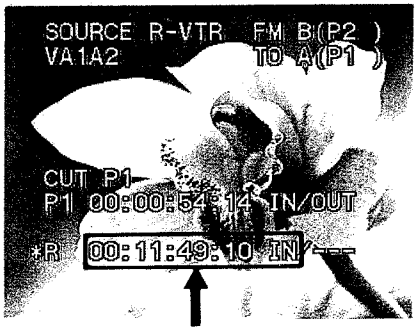


Recorder edit points

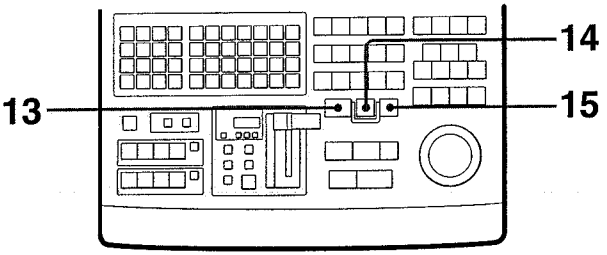


12





(Continued)



Preview the edit.

13

Execute the edit.

14

Review the edit.

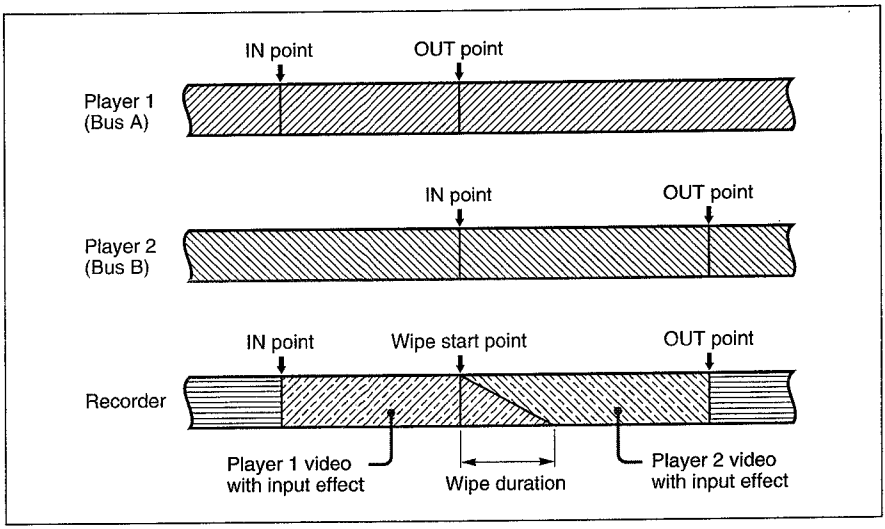
15

Using Digital Effects in A/B Roll Editing

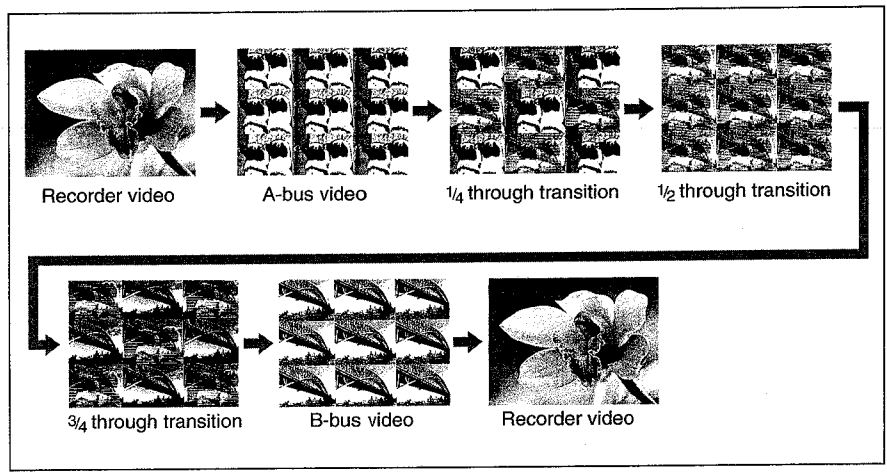
You can apply many kinds of digital effects to the input signals on bus A and bus B. This example shows how to combine digital input effects with a transition effect in A/B roll editing.

Transition effect: Wipe selected with the button

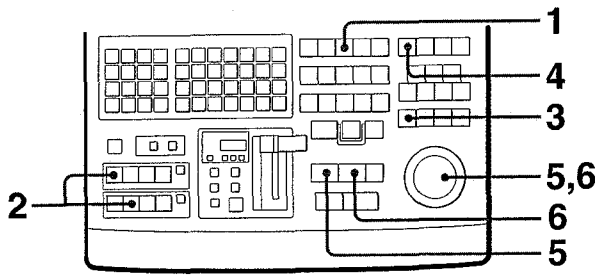
Input effects: Multi-screen and strobe



The finished edit looks like this.

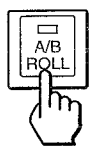


Procedure



Select the edit type.

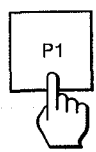
1



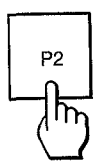
Select the sources.

2

A-BUS:

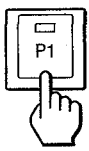


B-BUS:

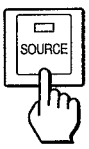


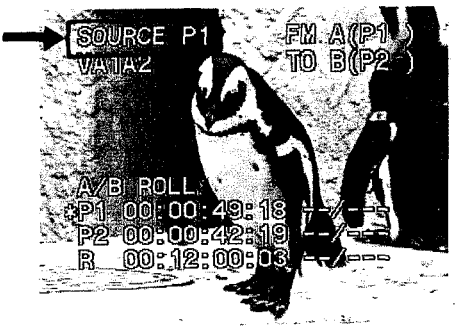
Set the edit points.

3 Player 1 edit points

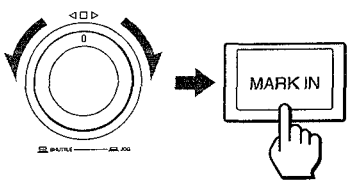


4

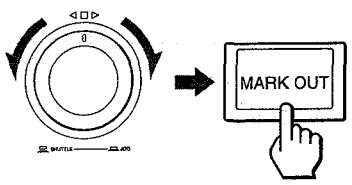


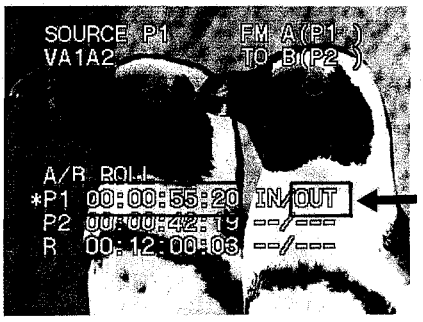


5



6





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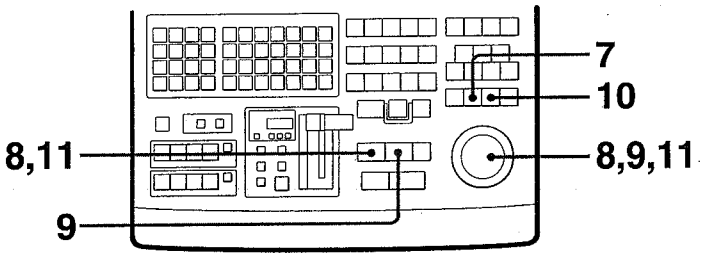
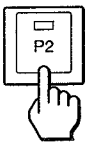
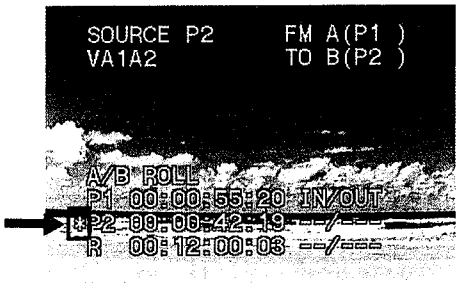


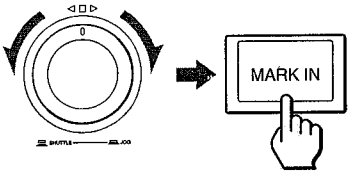
7



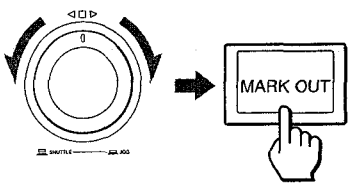
Player 2 edit points

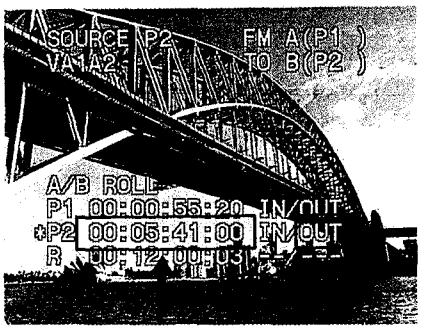


8

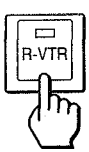


9

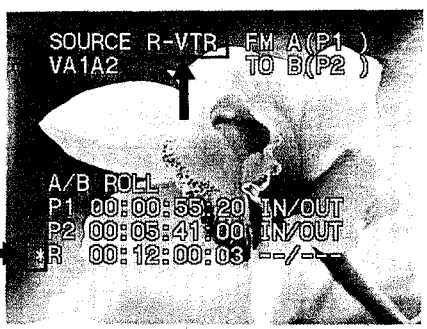




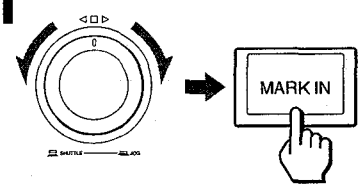
10

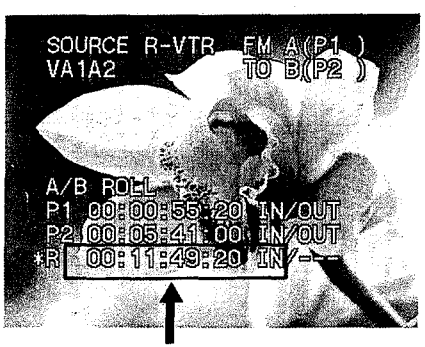


Recorder edit points



11





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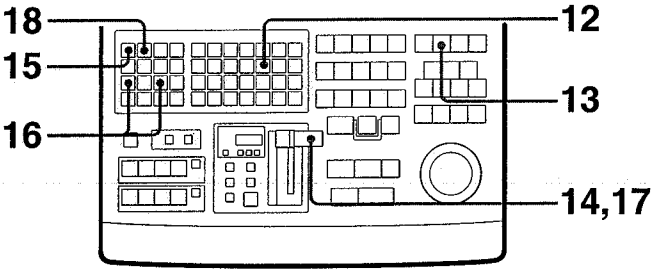
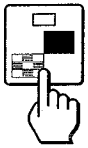
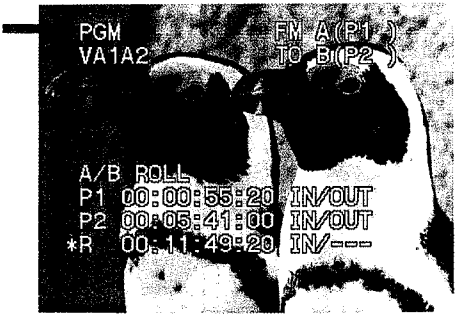


Select the transition effect.

12



13



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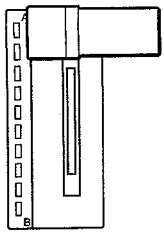
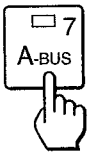
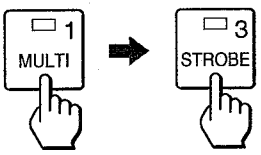


Check to be sure that the fader lever is pushed all the way toward side A.

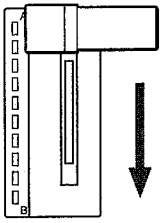
15

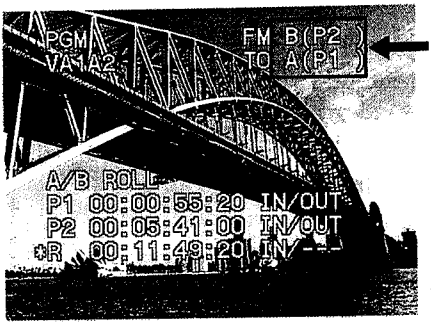


16

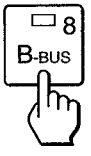


17





18



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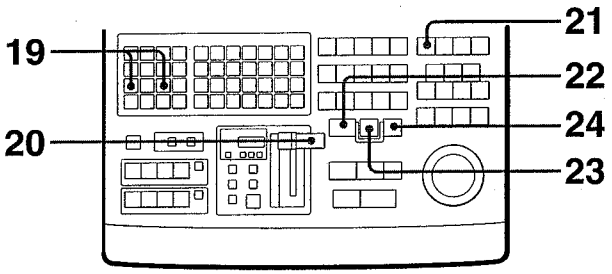
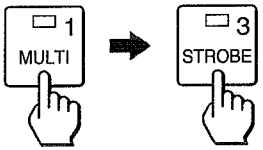
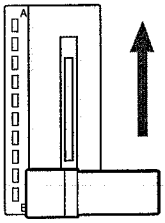


19

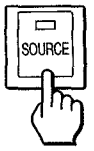


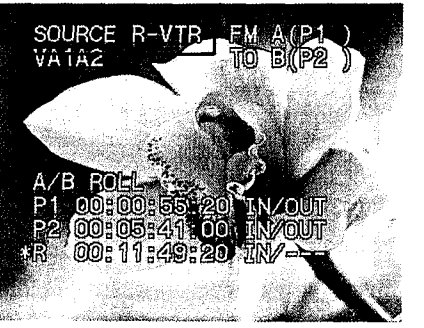
Preview the edit.

20



21

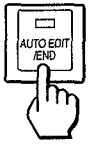




22

Execute the edit.

23



Review the edit.

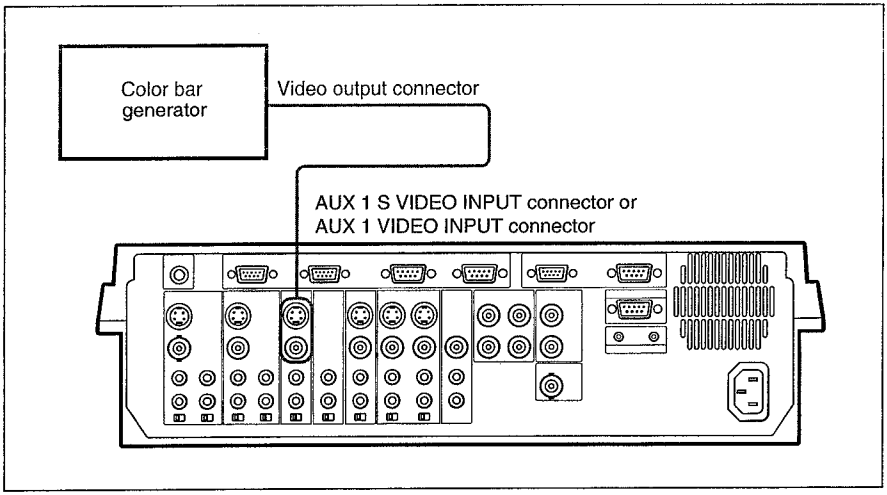
24

Recording Black Burst Signals on a Master Tape

Before using a new tape as a master tape in insert mode editing, you will have to record black burst and CTL signals on the tape. The unit needs this information to control the VCRs and to find locations on the tape. You can use the "first edit" function of this unit to make a master tape having black burst and CTL signals recorded on it.
If you use a VCR which supports time code recording, time code signals will be recorded along with the black burst and CTL signals, for added convenience in selecting edit points.

Notes

- You can also connect an external color bar generator to record color bar signals. Connect the color bar output from the color bar generator to the AUX 1 S VIDEO INPUT connector or the AUX 1 VIDEO INPUT connector. In step **1** of the procedure on the following page, select assemble mode as the edit mode, and then carry out the rest of the procedure, skipping step **4**.

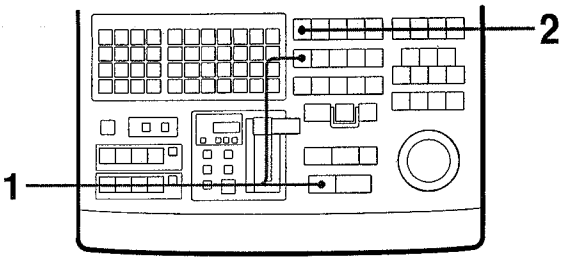


- Due to limitations in the connected recorder, it may not be possible to perform a first edit on this unit.

Preparations

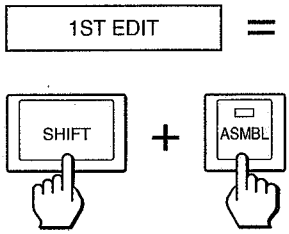
Insert the new master tape into the recorder.

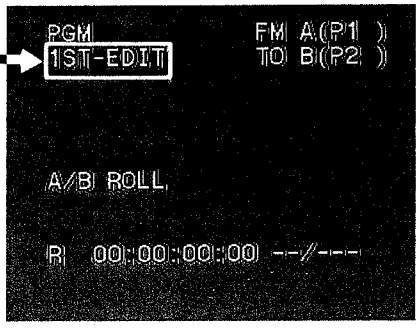
Procedure



Select the edit mode.

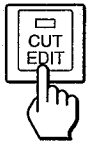
1

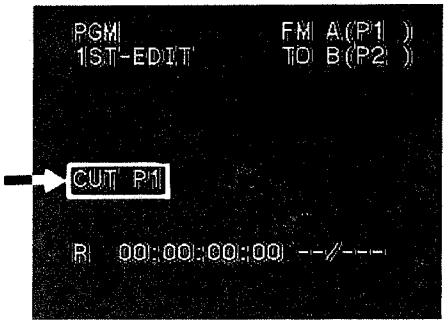




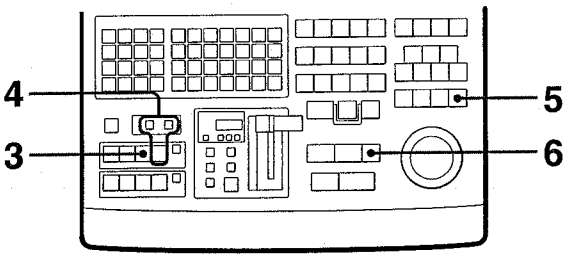
Select the edit type.

2



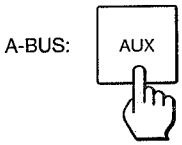


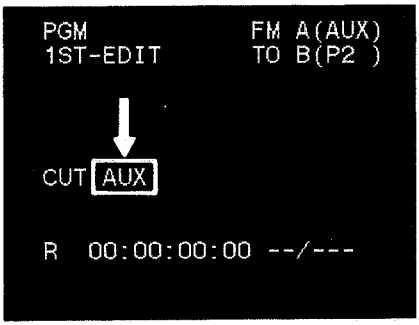
(Continued)



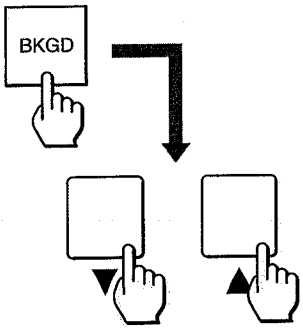
Select the source.

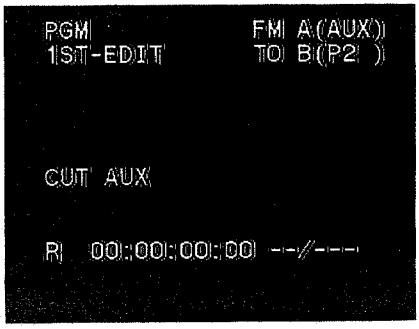
3





4



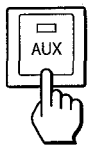


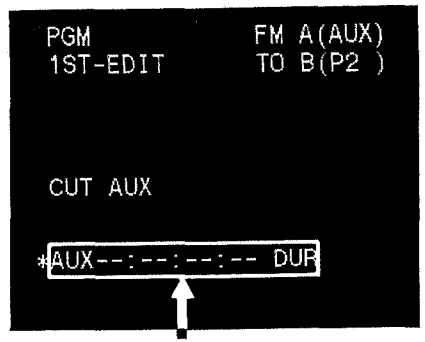
Note

Select black as the background color.

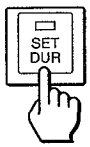
Set the black burst recording duration.

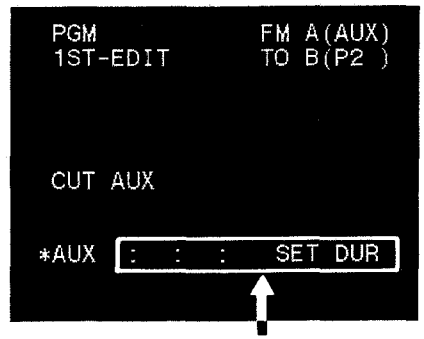
5





6

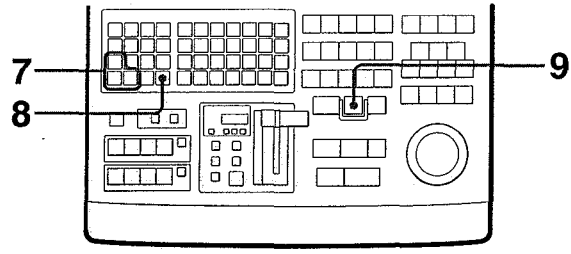




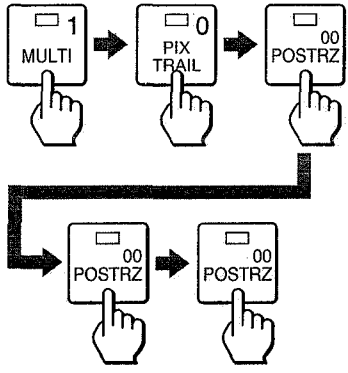
Note

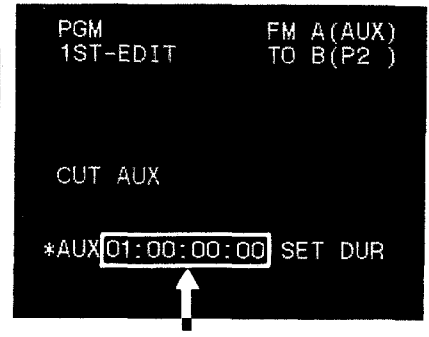
Set the duration to a length longer than the longest possible recording time for the tape.

(Continued)

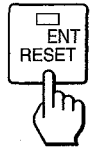

7
8
9

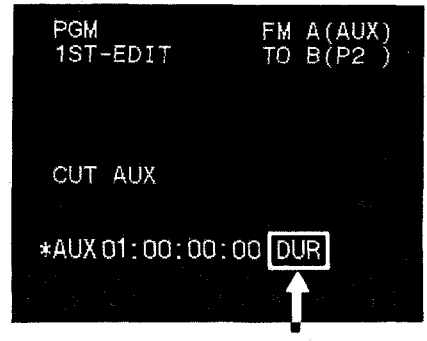
7


1
MULTI
0
PIX TRAIL
00
POSTRZ
00
POSTRZ
00
POSTRZ


PGM
1ST-EDIT
FM A(AUX)
TO B(P2)
CUT AUX
*AUX 01:00:00:00 SET DUR

8


ENT
RESET


PGM
1ST-EDIT
FM A(AUX)
TO B(P2)
CUT AUX
*AUX 01:00:00:00 DUR

Record the signals.

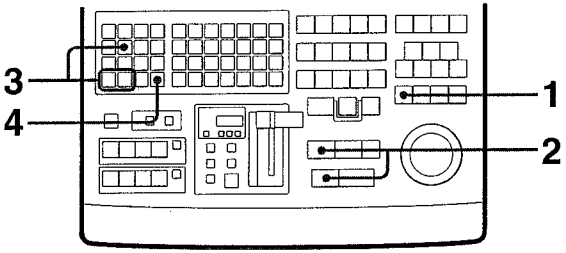
9

Using the Numeric Keypad

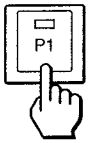
You can use this unit's numeric keypad to enter edit points, durations, and transition times.

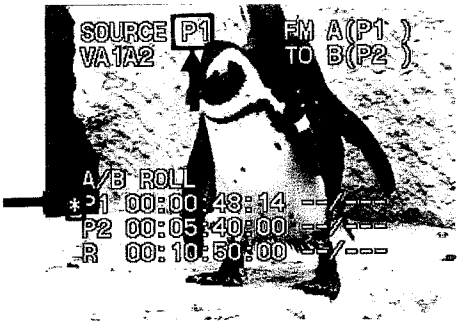
Entering Edit Points

This example shows how to enter the IN point for player 1.

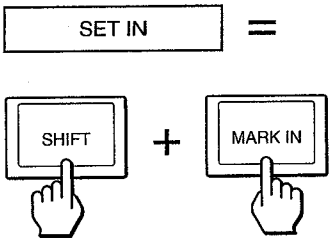


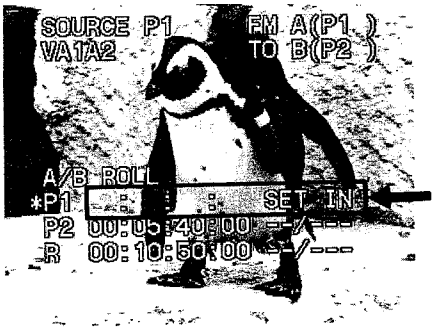
1



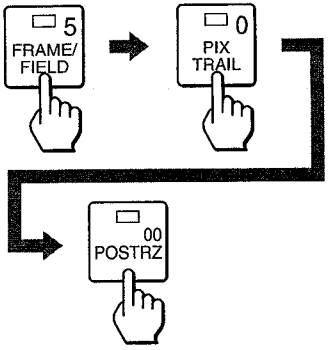


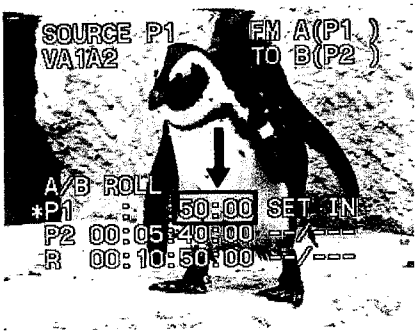
2



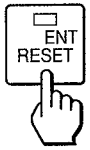


3



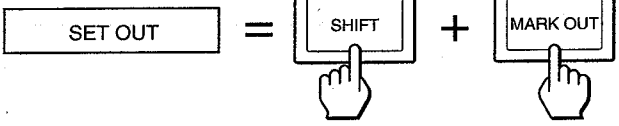


4



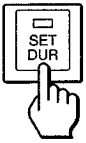
To set an OUT point

In step **2**,



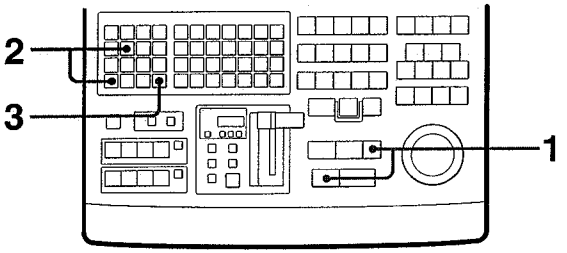
To set the duration

In step **2**,

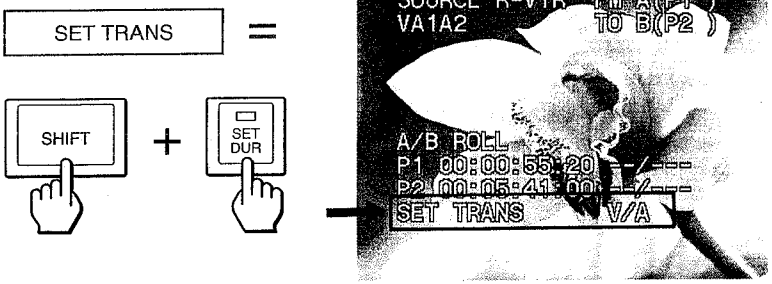


Entering Transition Times

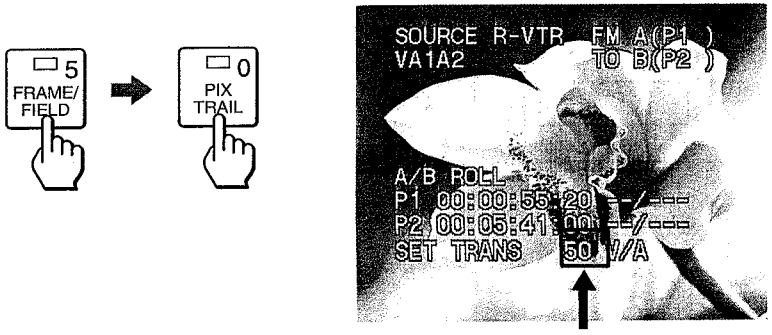
Do this to enter transition times.



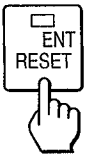
1

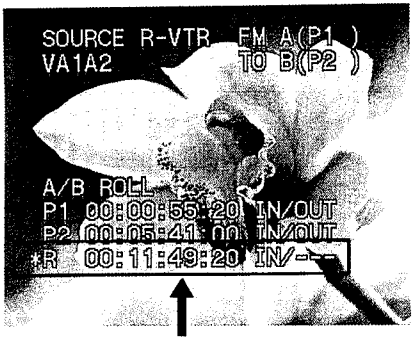


2



3

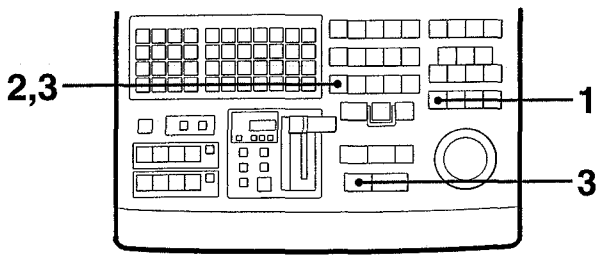

ENT
RESET


SOURCE R-VTR FM A(P1)
VA1A2 TO B(P2)
A/B ROLL
P1 00:00:55:20 IN/OUT
P2 00:05:41:00 IN/OUT
*R 00:11:49:20 IN/--:--

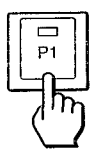
Adjusting Edit Points

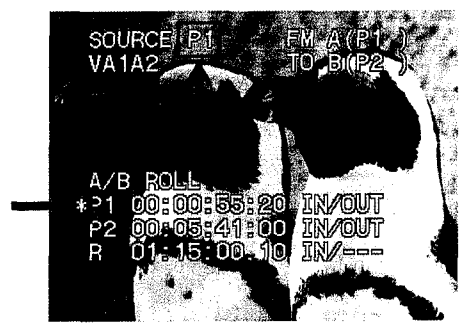
The trim buttons make it easy to adjust edit points in frame-by-frame style.

Example 1: To move player 1's IN point to the previous frame

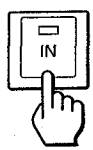


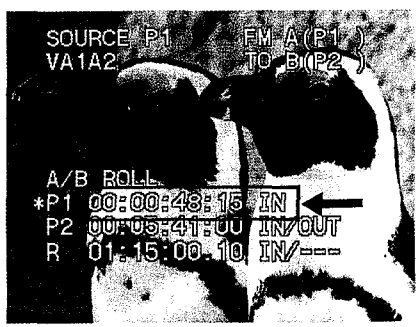
1



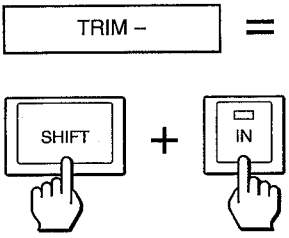


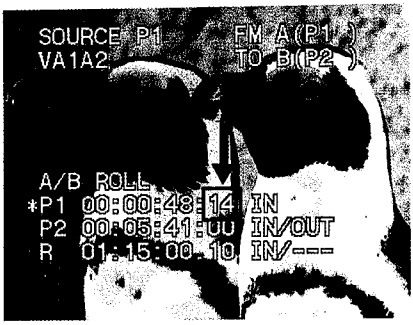
2



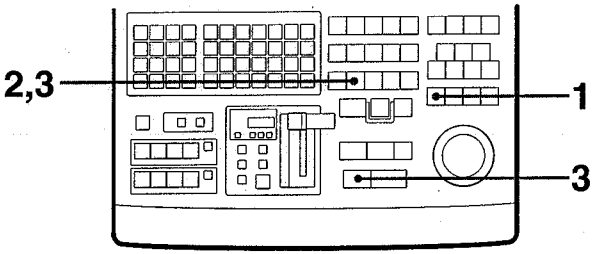


3

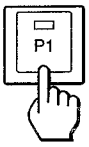

TRIM –
=
SHIFT
+
IN

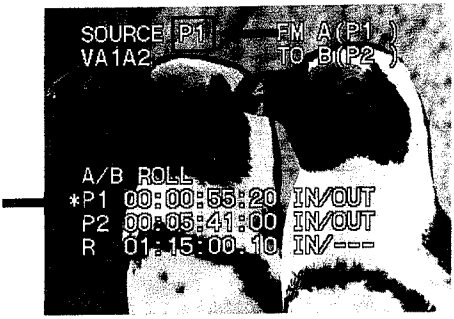

SOURCE P1
VA1A2
FM A(P1)
TO B(P2)
A/B ROLL
*P1 00:00:48:14 IN
P2 00:05:41:00 IN/OUT
R 01:15:00:10 IN/---

Example 2: To move player 1's OUT point to the next frame

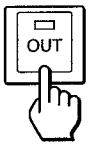


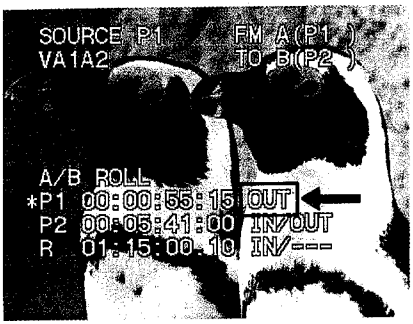
1



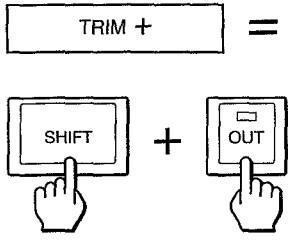


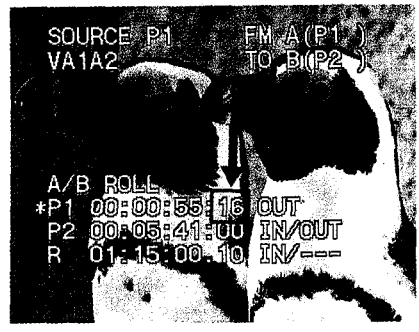
2





3


TRIM +
=
SHIFT
+
OUT


SOURCE P1
VA1A2
FM A(P1)
TO B(P2)
A/B ROLL
*P1 00:00:55:16 OUT
P2 00:05:41:00 IN/OUT
R 01:15:00.10 IN/---

You Can Use Effects Like These

This unit puts a wide selection of special effects at your fingertips. Following are some typical examples.

Mixes, Wipes and Keys

Normal mix

Overlap A-bus and B-bus video.

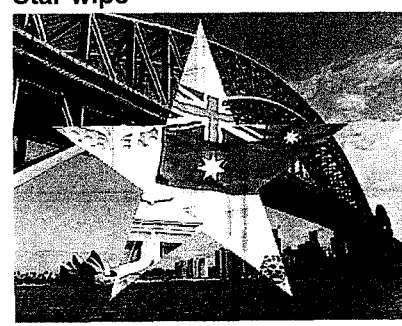
Split slide

Slide left and right. This example uses thick stripes.

Split slide

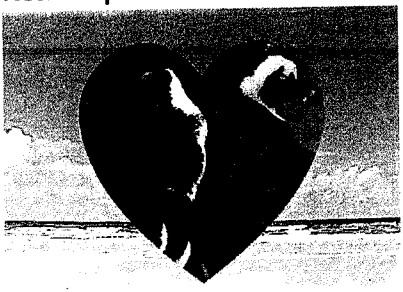
Slide up and down. This example uses narrow stripes.

Star wipe



User pattern 0016

Heart wipe



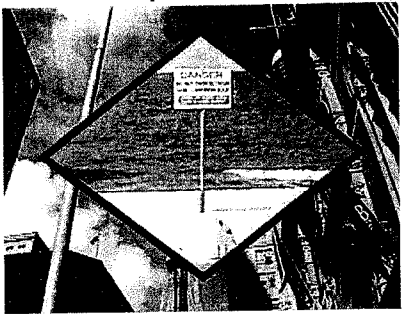
Slant wipe

Wipe from the upper right toward the lower left.

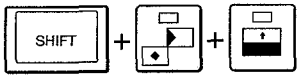
Slide out

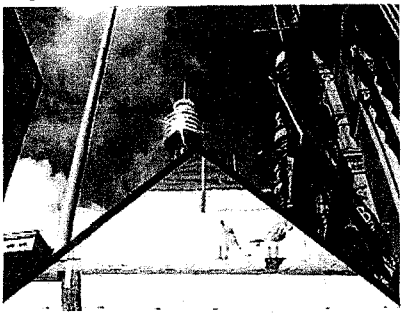
Slide out toward the lower right.

Diamond wipe



Diamond wipe

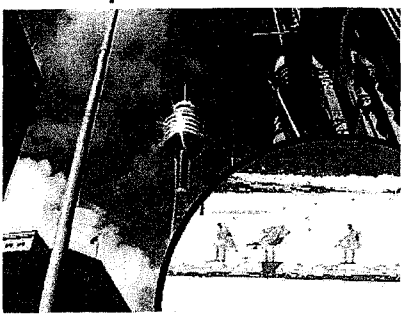




User pattern 4018

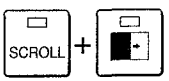
The diamond starts at the bottom of the screen.

Circle wipe



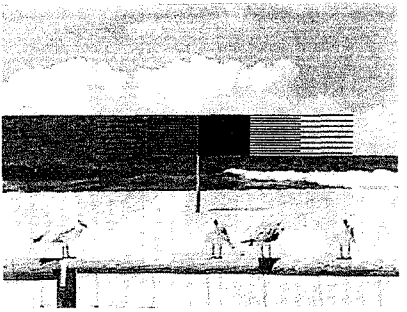
The center of the pattern is moved to the lower right.

Scroll



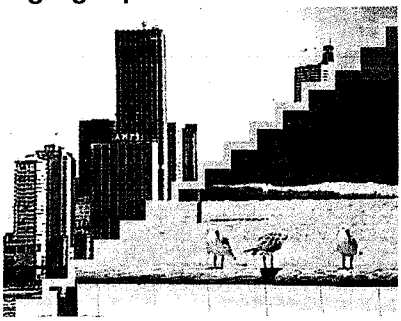
A-bus and B-bus video slide together.

Belt wipe



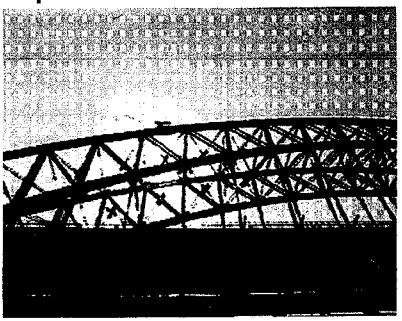
A video belt snakes through the screen.

Zigzag wipe



The zigzag edge of the pattern moves from the upper left toward the lower right.

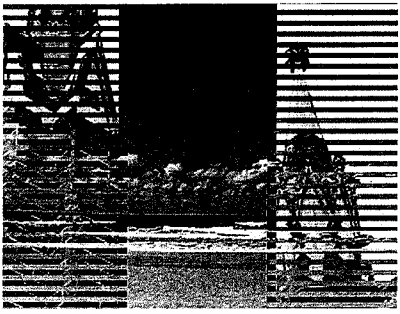
Explosion



User pattern 0031

This pattern is assigned to the USER 1 button at the factory.

Sliding doors wipe



Thin stripes slide in from the left and right.

Luminance key

B-bus video of a certain luminance is replaced by A-bus video. You can use this effect to insert titles.

You Can Use Effects Like These

Chrominance key

CHROMA KEY

B-bus video of a certain hue is replaced by A-bus video.

Picture in picture

P IN P

B-bus video is reduced to 1/9 normal size (1/3 vertically and horizontally), and inserted into A-bus video.

Input effects

You can apply a variety of input effects to video signals on bus A and bus B.

Posterization

00 POSTRZ

The luminance of the various parts of the picture is simplified into a selected number of levels, for a poster-like effect.

Multi-screen

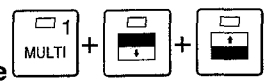
1 MULTI or 2 MULTI2

The screen is divided into a 3 x 3 grid, with each small block filled with still or moving video.

Combining Input Effects With Wipes

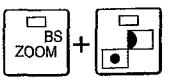
Here is what happens if you input the same signals to bus A and bus B, and then carry out a wipe while applying an input effect.

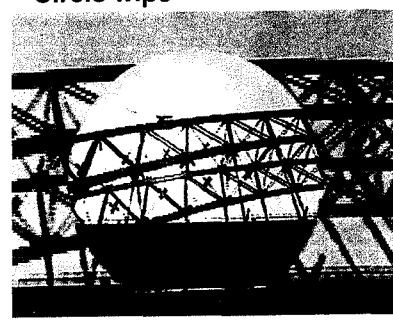
- **Multi-screen**
- **Vertical wipe**



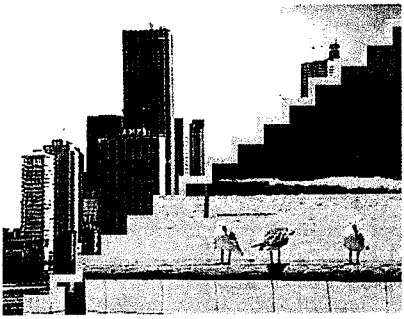
A vertical wipe is applied to each of the small blocks in A-bus video.

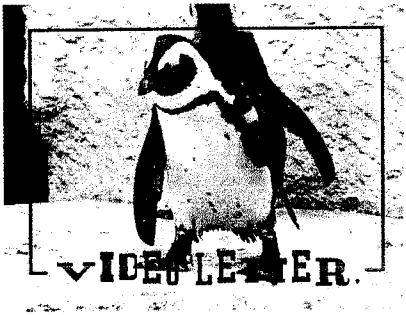
- **Zoom**
- **Circle wipe**

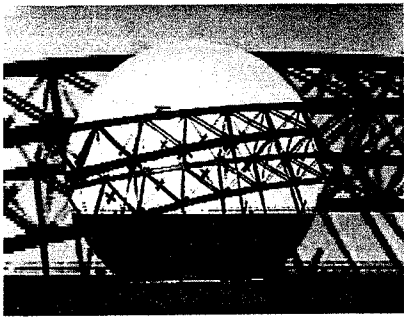




A circle wipe is applied to zoom video on bus A.







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